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INSIDE STORY

If you thought the last issue of C+VG was totally awesome well, in the words of the great prophet, you 'ain't seen NOTHING yet! Within these pulsating pages — waddya mean you can't feel anything? — is a collection of the most brain-fusing features, news and reviews you've ever read. We've persuaded ace-coder **Pete Cooke** to reveal the secrets of the **Academy** and tell YOU how to get a degree in skimmer-ing! And you can win a FREE flying lesson in a 20th Century skimmer. OK, so it's an aeroplane. But it still goes up into the atmosphere doesn't it? Last month we told you about Bowie's Labyrinth — this issue we tell you about the REAL **Labyrinthe.** It's a live adventure role playing game which takes place in the dark caverns somewhere underneath South London. And talking or role-playing we introduce **Wayne**, the chairman of the **Play by Mail Player's Association,** who tells you all about mail domination, AND gives you the chance to win FREE games. Talking of free games, flip the pages instantly to find the **Mastertronic MAD! Competition.** The budget-masters want to GIVE away all the games they've ever released. **Euromax,** the UK's leading joystick manufacturers, want to get in on the act as well. They're giving away lorry loads of joysticks in our special designer competition. You want more? Well how about the absolutely FREE and almost legendary book of games. Listings for top computers, including the Amiga!

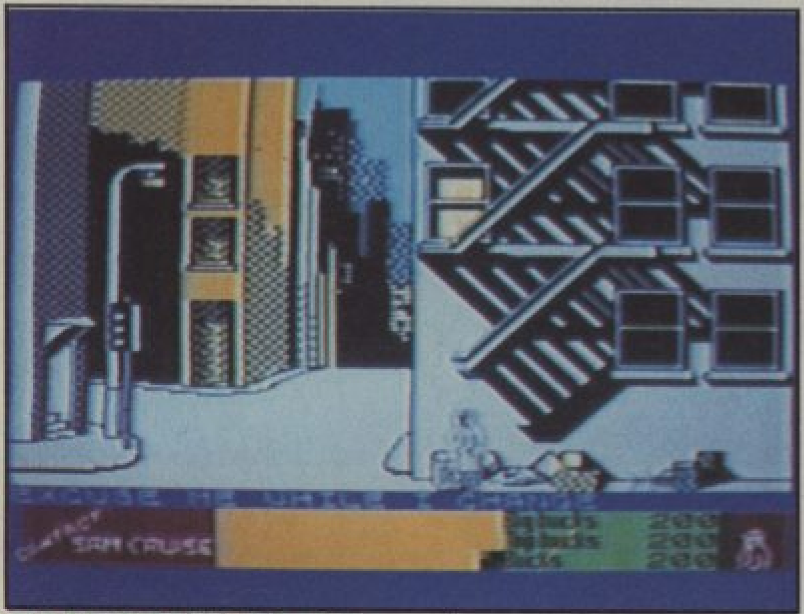
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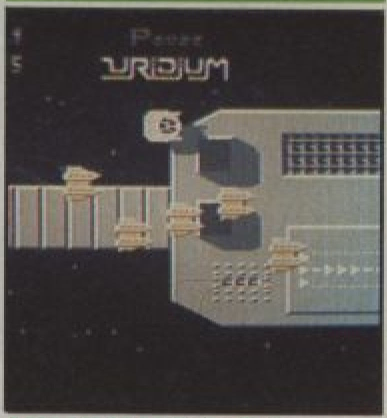
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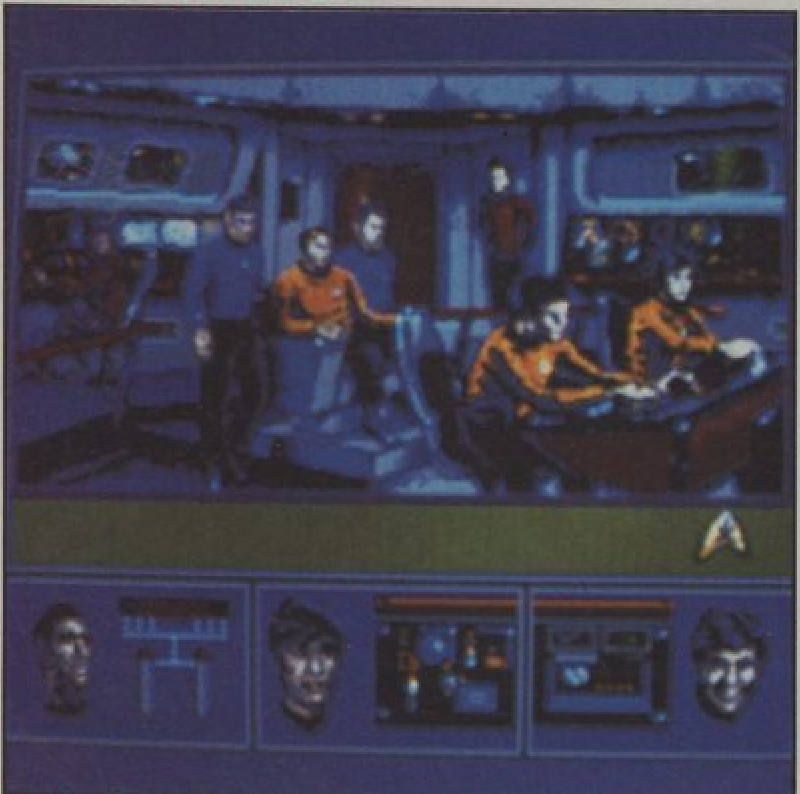
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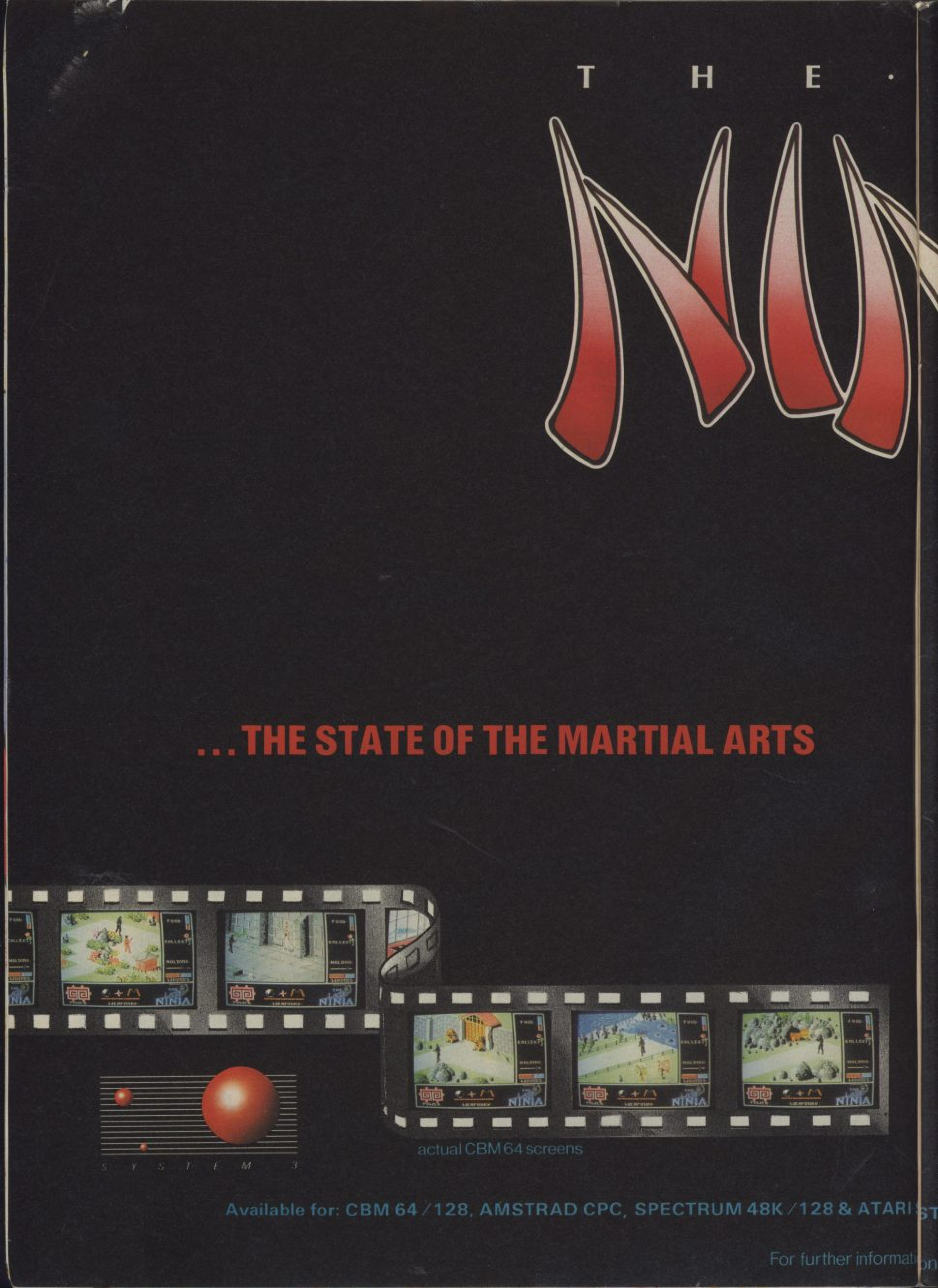


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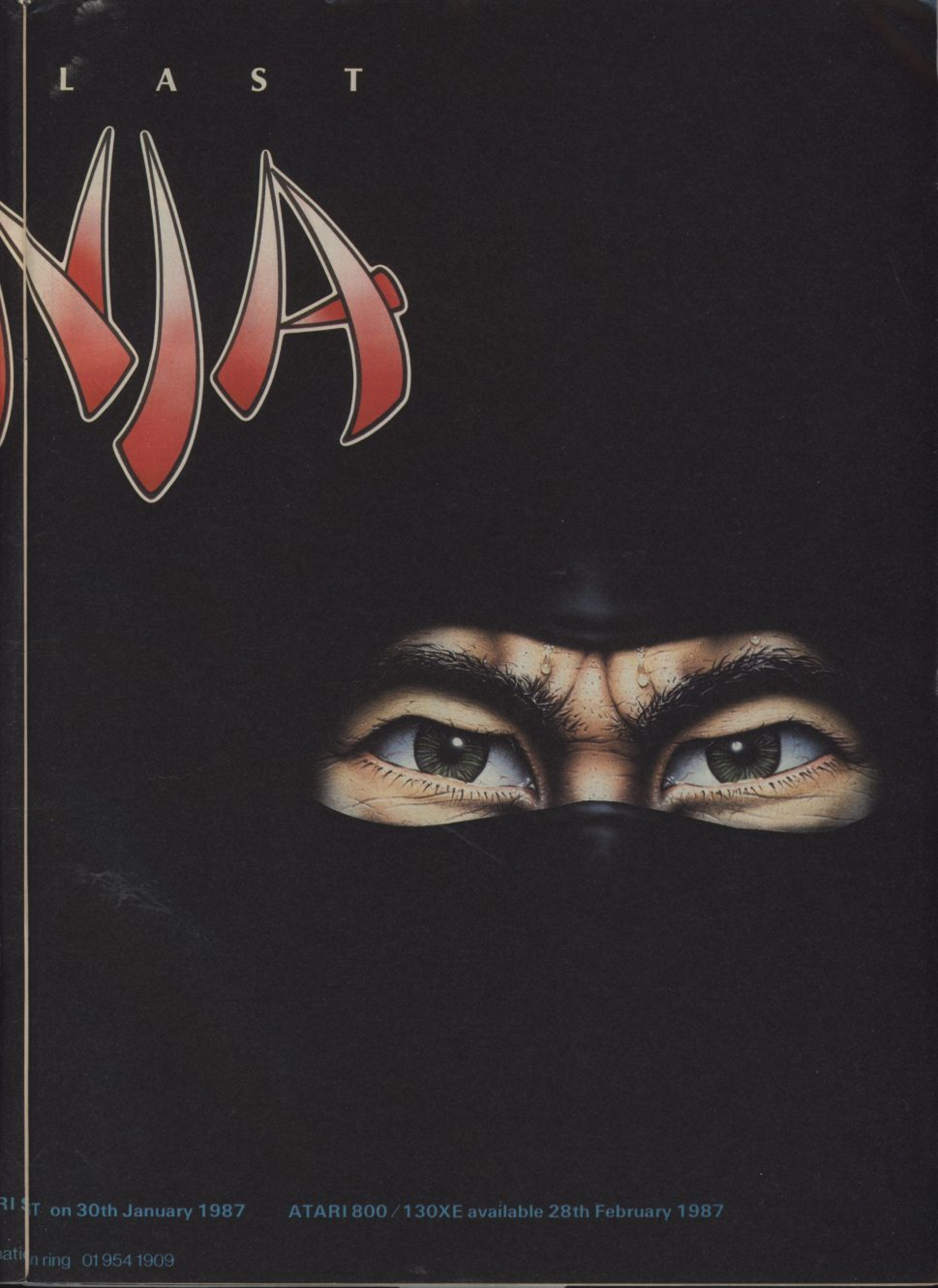
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NEWS

■ Want a FREE robot? Well all you have to do is joing the **Robotic Society of America** No, it's not the same people who brought you Mr Reagan. This society deals in intelligent robots. As part of its 1987 Membership Drive the society's International Division is giving away an experimental sound-activated robot in kit form to each new members. New members will also receive a copy of the **Robot Sourcebook**, and a subscription to the RSA. The Robotic Society of America is involved with the study, experimentation, creation, and advancement of robotics and other artificial lifeforms. The annual membership fee is $50, which should be paid by cheque, in dollars, or a Post Office international money order. Interested? Then contact: The Membership Secretary, Robotic Society of America, Box 54-H, Scarsdale, New York 10583 — and mention C+VG!

■ Golden Girl, **Lynda Britwell** kept the C+VG flag flying bravely when she came a magnificent fourth in **Domark's** £10,000 **Trivial Pursuit** challenge held in London recently.

The solid gold version of the





addictive board game was finally won by polytechnic lecturer **John Cooke** who represented **Commodore Computing International** magazine.

The twelve finalists had already won a Trivial Pursuit competition run by Britain's computer magazines. The finalists were wined and dine by Domark before playing in a knockout competition of the TP board game.

The final was played on the computer version and was hosted by **Johnny Ball**, presenter of BBC TV's **Think of a Number** and **Think Again** programmes.

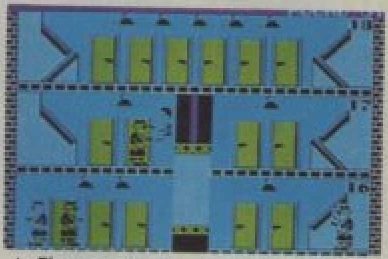
Lynda, of Wickford, Essex, said: "If I could make it through to the final I would be satisfied. I would have done my best." As with the other finalists, Lynda was presented with a souvenir Genus II edition of TP.

Lynda belongs to a keen computer games playing family. She likes adventure games, husband **Bob** likes war games, and their 5-year-old twin sons **Stephen** and **David** like playing **Donkey Kong.** Her one-year-old daughter **Kimberley** is the only one not into computers — yet!

■ No, don't be confused. Those ARE ex-Virgin games being released on the **Bug Byte** budget label. The classic **Strangeloop** and the pretty neat **Falcon Patrol II** are now great value at just £2.99.



▲ *Strangeloop*



▲ *Elevator Action*

Strangeloop is a big and colourful arcade adventure, *Falcon Patrol* is an action packed shoot 'em up. Other titles out include *Skyhawk* for the BBC/Electron; *Deathwake* originally a full price Quicksilva game, for the Amstrad, Spectrum and C64; and *Zagan Warrior* for the C16.

■ Yet another new budget label has appeared with games for the Spectrum, Electron and C16. **Alternative Software** has released a series of £1.99 titles for these machines. **Howzat** is a pretty good cricket game which

■ Once upon a time in the world of movies, there was **Alien**. It was very, very horrible and scared the absolute beejabers out of people writes **Marshal M. Rosenthal**. This was good and the movie made a lot of money.

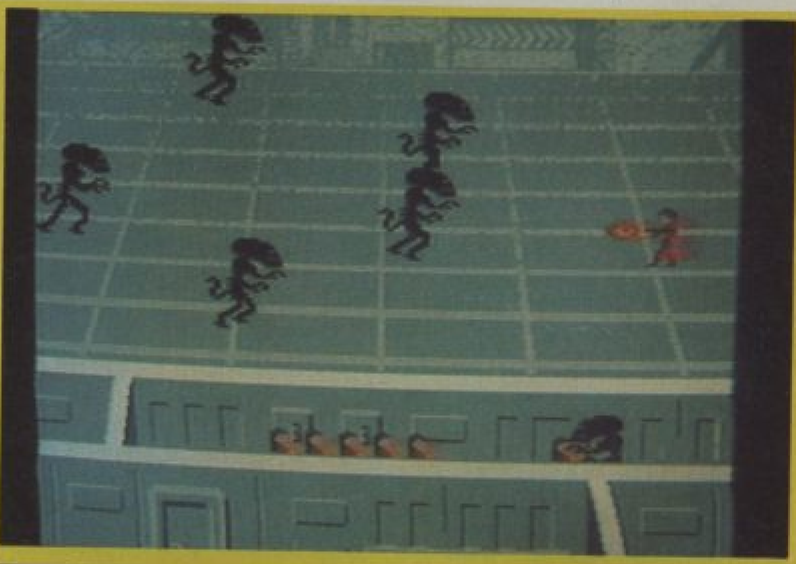
Then the Powers-That-Be decided that if one Alien could make a lot of money, perhaps a lot of Aliens could make lots of money! Thus was spawned the sequel **Aliens**.

Meanwhile, in the world of computer gaming (another reality altogether), a British company called Electric Dreams produced a game called ALIENS.

Little did they realize that a team of crazed programmers were toiling away in America on their OWN version of this romp. So we finally come to **Aliens: The Computer Game** by **Steve Cartwright** and **Activision**.

There are six separate scenarios to overcome, but first identify the various weapons and electronic to overcome, but first your must identify the various weapons and electronic equipment prepared for the mission.

Cartoon panels appear throughout the game and include word ballons. Great sound, fluid action, and an urgency to win make this a killer game. No news on a release date for the UK yet . . .





includes the 17 county sides plus seven test match squads. You get detailed game analysis throughout the game and even put the scoreboard onto a printer. Could this be the best budget cricket game around? **Pheenix** is a space shoot 'em up for the C16. **Night Strike**, for the Electron, is a maze type helicopter game, while **Henry's Hoard,**


▲ *Henry's Hoard*


▲ *Howzat!*

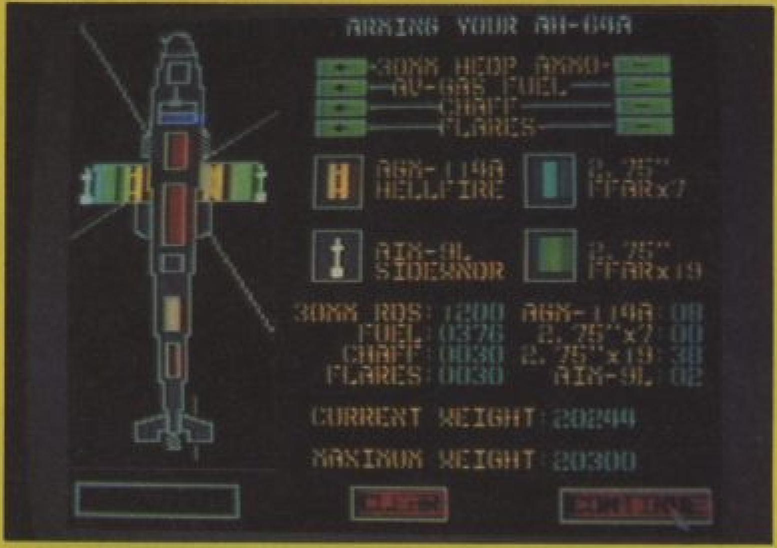
another Speccy game is a platform arcade adventure with 50 different locations.

■ Take all your combat flight simulators and stick them in the bin. **Gunship** is the ultimate says **Marshal M. Rosenthal. Micropose** have armed their AH-64A Apache Attack helicopter wth incredible realism, 3-D cockpit views, and realistic flying techniques.

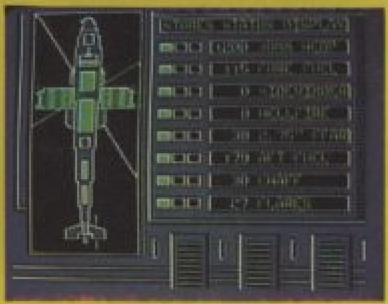
It even includes a template that fits over the keyboard to use in conjunction with the joystick. This is a true simulation, not just another "point and shoot" program.

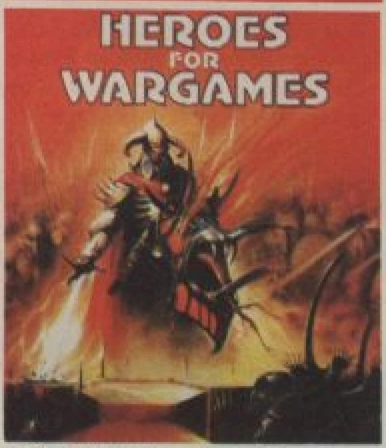
The truly perverse can even speed up the program, fun if you're a maniac. There's even a huge booklet which includes details about helicopter aerodynamics.

Plenty of sound effects to satisfy anyone, and you can't just lean back and yawn as you go. **Gunship** is without doubt an awesome example of Micropose's talent for taking reality and shoving it into a space smaller than a kitchen sink. Not to mention being more fun than washing the dishes. More on **Gunship** in Tony T's Hot Gossip page this issue.









■ If you're into role playing games then you'll know about the neat little figures that you can buy to enhance the games. Now there's a book which tells you all about how these models are made and how you can make them look really professional. **Stuart Parkinson**'s book **Heroes for Wargaming** not only features a brief history of role-playing games but also reveals painting techniques used by experts to make these models come alive. The book is packed with colour pictures of finished models and dioramas — that's a whole bunch of models



in a proper "scene". **Heroes for Wargames** is published by **Dragon's World** and costs £12.95 in hardback or £7.95 softback. You should be able to pick it up at any good book store or from Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square, London SW7 4TS.

■ **Ball Breaker** is the new game from CRL. New? Why do we question this statement? Well, read this quote from their press release: "In the game the player controls a bat whch hurls a ball against a wall of bricks. The objective being to destroy the wall and then to precede to the next levels to repeat

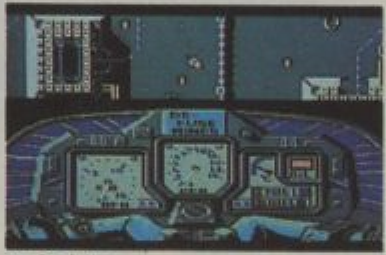


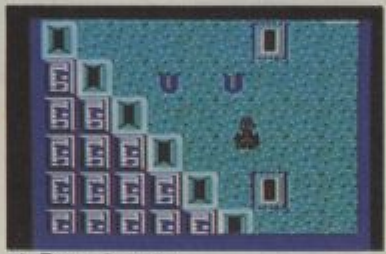
the task. Different coloured bricks cause the ball to react differently — some bricks will send the ball off at different angles. Sounds like **Breakout** with frills to it. Still it's out now for the Amstrad, £7.95 on tape, £14.95 on disc, with a C64 version on the way.

■ The spring Atari Show, originally to be held in February, has been put back to April, organisers Database Exhibitions announced. The show will now be held at the Novatel, Hammersmith, on April 24, 25 and 26.

■ Computer and Video Games would like to apologise to Fanatic Software of Bournemouth and E & J Software of Enfield for the mistake in the advertisement on page 23 of January issue. Due to a typesetting error the address on the bottom was printed as E & J Software and should have read: Fanatic Software, 70 Western Avenue, Bournemouth, Dorset BH10 6HJ. Readers are advised that should they want to order games from Fanatic they need to send orders to the above address and NOT to E & J Software. These companies are in no way connected and C+VG is sorry for the inconvenience this may cause both to the companies involved and our readers.

■ Hot on the heels of the successful *Red Max*, now available on the Atari by the way, **Code Masters**


▲ *Red Max*


▲ *Terra Cognita*

are now releasing new games and new versions of current hits. Newies include **Super Robin Hood** for the Amstrad and **White Heat**, a Spectrum blaster. All sell at £1.99. All this and a text adventure called **Necris Dome** for the 64. Code Masters are a company to watch in '87.

■ Ever wonder what day it is? Here at C+VG we're lucky if we remember what month it is. I mean, here we are bringing you February's issue and it's not even Christmas yet. That's where **Level 9**'s giant poster Year Planner comes in handy. It's a day by day look at the year ahead. You can mark your holidays on it, release dates for that long awaited new game, or even the date when C+VG hits the streets! Or you can just stick it on your wall and look at the pretty pictures. We've got five of these incredibly useful things to give away thanks to **Level 9**. The first five people to write in and ask for one will get one. You'll have to answer a simple question of course. That question is — which three adventures make up **Level 9's** *Jewels of Darkness* compilation recently released by Rainbird? Answer the question, fill in the coupon and rush your entry off to *Computer and Video Games*, Level 9 Year Planner, Prior Court, 30-32 Farringdon Lane, London EC1R 3AU.

C+VG/LEVEL 9 YEAR PLANNER COMPETITION

Name________________

Address________________

The three adventures are:________________

NEWS

Grange Hill, the computer game based on the popular BBC television series, will be released by **Quicksilva** during February.

The plot is taken from *After Hours* one of the *Grange Hill* novels.



■ New from **Telecom**'s budget Silver range are **Twinky Goes Hiking**, **Rebelstar**, **Caverns of Eriban** and the evergreen **Spiky Harold**. *Twinky Goes Hiking*, for the 64, is a sort of cross country race for cute characters. *Rebelstar* — if you missed it on the Spectrum — is a fast, fun strategy game in which you control a team of crack space marines on a mission to regain control of an alien invaded base. It's now available for the Amstrad — don't miss it. *Caverns of Eriban* for the Atari is a scramble type game.

■ Here's a story with a moral for all programmers tempted to pinch other peoples ideas. **Gary Partis**, the 19-year-old programmer of **Audiogenics** *Uridium* clone, **Psycastria**, dedicated the 64 version of his BBC hit to his girlfriend Tracey with a huge scrolling message at the start of the game. Just after he'd put the finishing touches to his labour of love, Tracey told him it was all over between them. Enough to make even Lt. Laww shed a tear or two. You won't see the message on production versions of the game because Audiogenic took it off. Anyway, the moral of that story is, if you're going to put your girlfriend's name on a game make sure it's an original — or you never know what might happen.



■ We've had board games being turned into computer games — but never the other way round. Until now anyway. **CDS** has just released **Brian Clough's Football Fortunes** — which is a computer moderated board game, and not a dodgy TV quiz show. Brian's realistic football fortunes have been mixed to say the least — why he's never been made England team manager is beyond reason. Still, now you can try your hand at becoming a soccer superstar. Two to five players take on the role of team managers. Each manager must steer his team through the season — successfully — and use his skill to make his team stronger. Some of the opposing teams are managed by fellow players, and the rest of the ten strong league is managed by the computer.

There are many opportunities to follow Brian Clough's example and strengthen your team — both by landing on the correct place on the board, and by "wheeling and dealing" with your fellow players — demanding huge sums of money to lend or transfer footballers.

The package consists of a computer cassette or disk, a playing board, five coloured counters, a pack of football player cards, immunity cards — and a heap of money!

Brian Clough's Football Fortunes is due for release on 14th January 1987, for most formats. Prices will be £14.95 for cassette, and £17.95 for Commodore 64, Amstrad, BBC and Atari (8 bit) disk versions. Other formats to be covered include Amstrad PCW machines, IBM PC (and compatibles), Atari ST and the Apple II, priced at £24.95.



■ Here are more shots of **Delta** by **Sanxion** programmer **Stavros Fasoulas**. It's another shoot'em up in which you must battle against the Dacoits, an unruly band of brigands who terrorise an area of space known as Delta.

Delta will be released by Thalamus next month, price £9.95 on cassette and £14.95 on disk.

Meanwhile here's a rundown on Stavoros, who must be Finland's top games programmer.

Name: Stavros Fasoulas
Born: Helsinki 1968
Favourite food: pizza
Favourite drink: Koskenkorva "It's Finnish lemonade."
Favourite TV programm: Dempsey and Makepeace
Favourite computer game: Dropzone
Favourite music: Heavy Metal. Bands such as Dio and Iron Maiden.



■ Who Dares Wins is the motto of the SAS. And it should also be adopted by 15-year-old **Alex Glassbrook**, of Harpenden, Herts. He dared to enter the **C+VG/Mikro Gen's Strike Force** competition back in September — and won.

Strike Force is the name of Mikrogen's soon to be released game based on the Special Air Services regiment and their tough training. In the game they must complete six special missions. We asked you to design the seventh and final mission.

The winner gets his scenario built into the game plus a replica of a semi-automatic rifle.

Of the hundreds of entries, Mikro Gen picked Alex's. He based his mission in a nuclear power station where mercenaries are planning to blow up three reactors — unless they got £1 million.

They are holding 37 station workers hostage in the main control room. The SAS must get into the power station, kill the terrorists — without hurting the hostages — and defuse a bomb. A tough mission, we think you'll agree.

The two runners-up — who each get replicas of .44 Magnums are Andrew Barraclough, 12, of Haywards Heath, West Sussex, and Byron Huxley, 15 of Grimsby.

■ MSX 2 has been creating a stir in Japan this Christmas, according to C+VG eyes in the Land of the Rising Sun, **Hiroshi Ono**.

Panasonic and **Sony** have begun selling their new machines at around £115 and £130 respectively.

Meanwhile, on the games front, software houses have been putting out product using using a super high capacity ROM cartridge called MEWGA-ROM for MSX and MSX 2.

And, according to Hiroshi, Japanese experts predict the games market will move away from **Nintendo's Entertainment System**, with sales claimed of more than seven million in Japan alone, to the MSX 2 in the middle of the year.

Panasonic's new MSX2 machine the A1. Priced at about £115. Main RAM/64K bytes. Video RAM/128K bytes. ROM/64K bytes. Two slots. CRT output/ analog RGB, video and RF.

■ C+VG reviewer **Lee Braithwaite** helped **BBC Radio Lancashire** raise over £79,000 for the **BBC Children in Need** appeal. Lee was sponsored by a number of top software companies and raised £850 during a 24 hour computer games playing marathon. C+VG also lent a hand by donating free t-shirts and subscriptions which were auctioned to raise more cash for the appeal.

■ After blowing everyone away with **Firelord** and the awesome twin pack featuring **Uridium** and **Paradroid**, reviewed this issue, Hewson are set to unleash **Steve Turner's** latest epic called — as revealed by C+VG ages ago — **Ranarama**, a magical mystery tour. You control Mervyn, a sorcerer's apprentice. He is the only survivor of an invasion of evil warlocks. He managed to evade capture as he had by accident transformed himself into a frog whilst trying to concoct a potion to make himself tall, handsome and muscular. You have to tackled twelve wizards per level who are guarded by troops scattered over the 50 to 100 rooms on each level. You view the rooms from above with five or so to a screen. A room isn't revealed until you visit it. Once you encounter a wizard, you tackle him in a series of sub-games yet to be decided! The game is basically a shoot-em-up, where the nasties are continually generated to give a continuous action feel. There are eight levels of missiles, eight levels of power and eight types of shield for you to accumulate and use. The easiest way to accumulate items is to beat the wizards to win their runes and then convert the runes into the items. The missiles, power and shields are all graded and the nasties on the later levels are graded too. It's no good hitting a fourth level nasty with a first level missile. It will only enrage him so he'll chase you all the harder. Spell items can also be obtained randomly in certain rooms at spell points. This adds an element of luck. The game is scheduled for release in March on the 64, Spectrum and Amstrad.

JACK'S BACK!

Officially licenced from Tecmo, Ltd of Japan



Spectrum	Cassette	£7.95
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Amstrad	Disc	£14.95
Commodore	Cassette	£9.95
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Fresh from pinging around the screen in his first caper, Jack's back in a brand new arcade game.

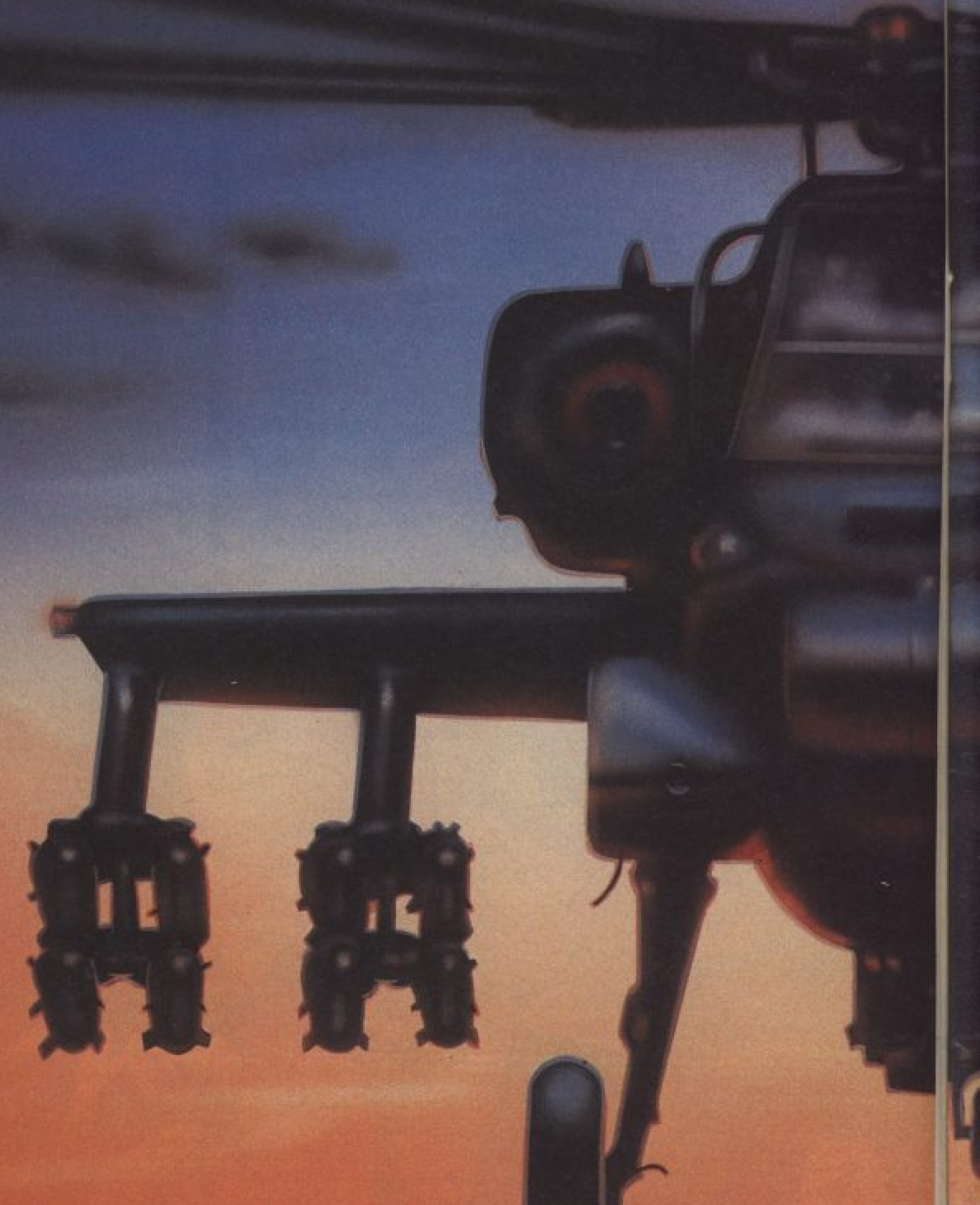
This time it's a great new combat game —in fact you could call it a Jack Attack!

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21st CENTURY WARRIOR:



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The attack helicopter – the gunship – came of age during the Vietnam War. Starting as a primitive patchwork of machine guns and rocket pods strapped to the side of a utility helicopter, it evolved into such sophisticated weapon systems as the armed Huey and AH-1G Cobra. However, the deadly armoured arsenal of today's Warsaw Pact demands an even stronger front line.

The AH-64 Apache is here to give America all the muscle it needs for the defence of freedom. This war machine is a fully integrated acquisition/firepower system designed to let the pilot find, lock onto and destroy the enemy with the greatest possible accuracy and effectiveness. Now actively in production at Hughes Helicopters, the first 675 choppers should be delivered to the U.S. Army by early 1990.

But you don't have to wait. As the latest addition to the ever growing line of MicroProse Simulation Software, GUNSHIP now brings all of the danger and excitement of attack helicopter action home to your computer in this true-to-life simulation.

With GUNSHIP, you, the pilot, will fly confidently into the world's hottest trouble spots ... Central America, the Middle East, Southeast Asia and Central Europe. You'll use an unbelievable array of high-tech information and weapons systems to get the job done including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions; build your career as you go!


Apache: GUNSHIP
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GUNSHIP for Commodore 64/128. Cassette £14.95, Disk £19.95.
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SIMULATION • SOFTWARE
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SAM CRUISE

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: MICROSPHERE
- ▶ PRICE: £7.95
- ▶ REVIEWER: TIM



▲ *A detective story in the best tradition of Hollywood.*



▲ *A brilliant game that's well worth spending your Christmas pennies on.*

It was raining. The neon light outside IDEAS Central flickered fitfully. Big Red was snoring soundly in the office next to mine. I walked to the window and pulled down the blind, shutting out the windswept world outside.

I sat back at my desk and pulled out the Sam Cruise file. Poor old Sam. Once a top IDEAS man — now reduced to scratching a living as a private-eye in some sleazy downtown area. I'd been thinking about Sam because his name had featured in headlines about the infamous case of the Blue Budgie.

That woman he tangled with. Lana, her name was. What a nasty piece of work she turned out to be. And after he solved the case, Sam vanished into thin air. Some say he's writing his memoirs with the help of a case of the best bourbon. Others reckon he's been kidnapped by the Spectrum gang and put to work inside their computer network.

Something else made me think about Sam. It was the tape that arrived on my desk a few hours earlier. A computer tape that seemed to tell Sam's story up to the end of the Blue Budgie case. Perhaps this held some clues.

The first thing I picked up was that Sam seemed to have developed some strange personal habits. Like doing somersaults onto dollar bills that were blowing along the city streets! I was surprised that the cops on the beat didn't pick him up for this odd behaviour.

It must have just been Sam's way of picking up cash he really needed with out making it to

GAME OF C+VG THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the rest.

C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

TIM METCALFE: C+VG's veteran editor enjoys shoot 'em ups, arcade adventures and basket weaving.
PAUL "Man at C&A" BOUGHTON: Slick sports simulations are Paul's thing because he can wear his smooth tracksuits at the same time.
LESLY WALKER: Sorcery was still is Lesly's favourite. Will anything every match up to it?
LEE BRAITHWAITE: Star of Radio Lancashire and ace reviewer, Lee will tackle any type of game. What a man!
CHRIS "Dodgy" CAIN: The man who owns an Amiga — but still plays C64 games for fun!
HAKAN AKBUS: C+VG's Atari addict knows a dodgy game when he sees one . . .
NICKY TREVITT: The enigmatic Nicky is our reclusive BBC expert.
TONY TAKOUSHI: The mouth makes guest appearances now and then . . .

FAIRLIGHT II

- ▶ MACHINE: SPECTRUM 48/128
- ▶ SUPPLIER: THE EDGE
- ▶ PRICE: £9.95
- ▶ REVIEWER: TIM

This isn't an adventure for the fainthearted. It's big and dangerous to start if you've got boring things to do — like going to school, sleeping and eating. Stuff like that. 'Cos once you venture into the world of Fairlight you're going to find yourself hanging around with Isvar for some time to come.

I get the impression that this is what programmer Bo Jangborg wanted *Fairlight* the first to be like.

Bo has come up with an enhanced version of his 3D Worldmaker system to make *Fairlight II* substantially larger and much more complex than his original hit game.

Fairlight II takes up Isvar's story where the first adventure left off. He's discoverd that he gave the Book of Light to the wrong person! It wasn't Segar the Immortal in the tower but the Dark Lord himself. And instead of freeing the land of Fairlight from the grasp of the evil one he has virtually guaranteed its doom and destruction. Stupid boy!

But, unlike real life, Isvar gets a second chance to defeat the Dark Lord by finding the book and the big baddie — again. And that's where YOU come in.

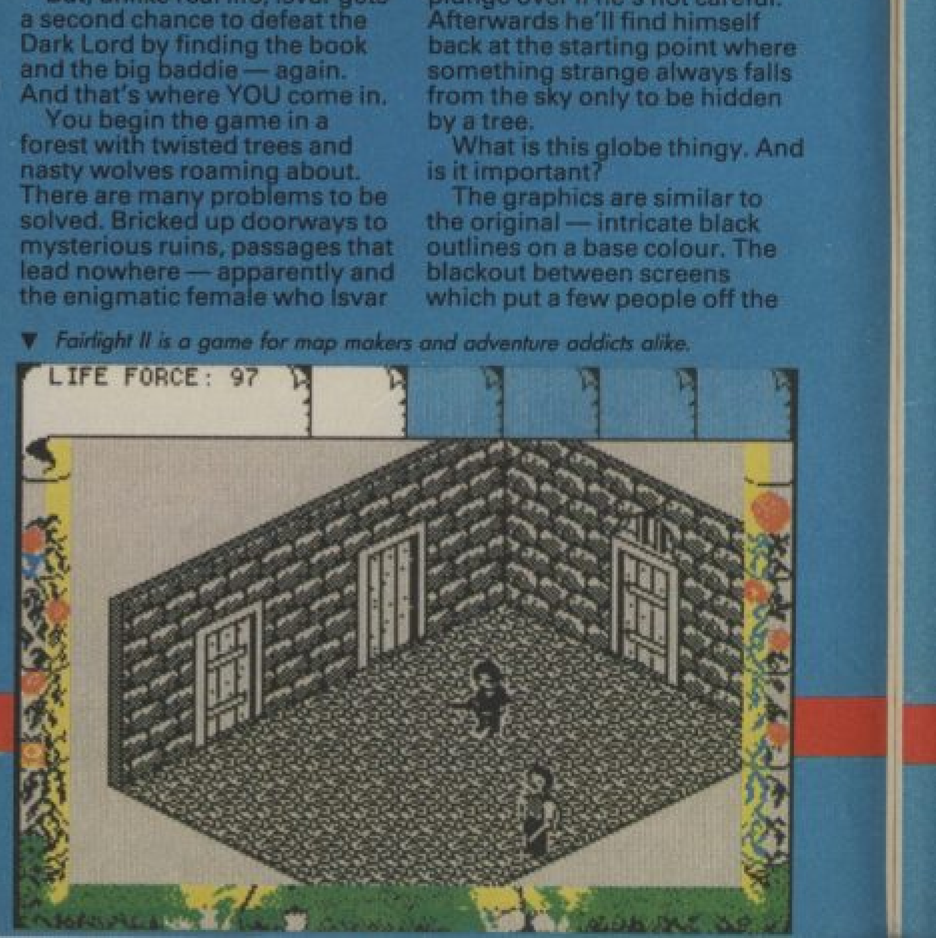
You begin the game in a forest with twisted trees and nasty wolves roaming about. There are many problems to be solved. Bricked up doorways to mysterious ruins, passages that lead nowhere — apparently and the enigmatic female who Isvar encounters and who may or may not be an important character in the adventure.

Isvar's world has edges — or more exactly cliffs which he can plunge over if he's not careful. Afterwards he'll find himself back at the starting point where something strange always falls from the sky only to be hidden by a tree.

What is this globe thingy. And is it important?

The graphics are similar to the original — intricate black outlines on a base colour. The blackout between screens which put a few people off the

▼ *Fairlight II is a game for map makers and adventure addicts alike.*



obvious what he was doing! Never very subtle was our Sam . . .

Hit-men were after him. They hid down alleys and in stair wells to get in a shot at him. Most of the time he was quick enough to jump out of the way. But sometimes even Sam wasn't fast enough to dodge a stream of lead from a Chicago piano! Luckily he always carried first aid kits with him.

He often seemed to get on the wrong side of gangsters and the cops. Ending up in the slammer if the boys in blue got their hot little hands on his collar. Which was a lot better than being thrown from the top storey of a tenement block by some heavy hood!

Luckily he never got hurt badly — but his friends got fed up paying to get him out of jail. Cost a lot of dough to do that. Dough that Sam just didn't have. Maybe he's still behind bars somewhere. Hadn't thought of that . . .

The tape shows that Sam was a master of disguise — he chopped and changed, sometimes even getting himself up as a nun!

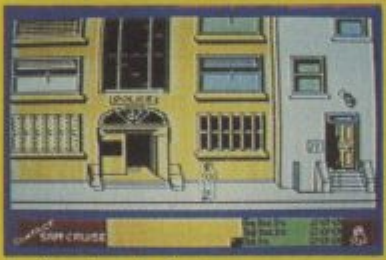
His diguise often fooled people. But then again it often let him down at crucial moments. He forgot the cops had sussed some of them!

He spent a lot of time answering the phone and switching lights on and off in the buildings he explored on his quest for clues to the Blue Budgie case.

People on the other end of phones often gave him useful info. Turning lights off covered his getaway from places where he wasn't wanted. Blowing fuses was another of his favourite tricks.

The tape shows that Sam had some ideas about the case — but he really started having to think on his feet after he discovered the body in the hotel where Lana had asked him to meet her. Some crooked dame that one.

He was also having real money problems and Daisy his long suffering assistant was threatening to run off with the violin case maker if she didn't see any cash soon. Even the



▲ *Spectrum thriller!*

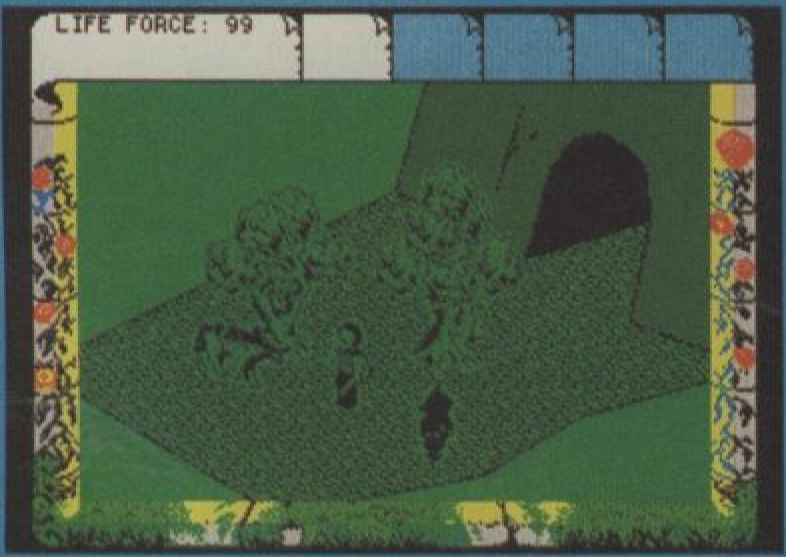
rats were getting bored with Sam's attempts to teach them to ice-skate.

Something very crooked was going on in the district where Sam had his office. Odd people on the streets, mysterious shadows behind blinds in to floor windows, suspicious cops patrolling the streets.

Sam was onto something. That's probably why he disappeared. Someone wanted him out the way. But why?

One thing was for sure this would make a brilliant computer game. Maybe I should talk to the guys down at Microsphere about it . . .

- ▶ GRAPHICS 8
- ▶ SOUND 6
- ▶ VALUE 9
- ▶ PLAYABILITY 9



▲ *This game will keep you occupied for ages. Great value!*

first game has been reduced to a minimum.

The 48k version comes in two parts while the special 128k edition — one of the few proper 128 games around currently — loads in one go and has a neat musical intro.

You can take bits from part one into part two with you — but there's always the chance that you haven't got everything you need to complete the game. This makes the 128 version slightly easier to deal with.

Fairlight II isn't a game for the novice arcade adventurer. It's just to big and rambling for that. But if you were one of the few to solve *Fairlight* the first then you'll be dying to take up the challenge of this sequel.

Am I alone in thinking that the hero looks a bit like Bo Jangborg himself? And why not in it?!

Fairlight II is a game for map makers and game purists alike. If you've got a few months to spare pick up a copy today . . .

- ▶ GRAPHICS 8
- ▶ SOUND 7
- ▶ VALUE 10
- ▶ PLAYABILITY 9

C+VG HIT!

C+VG REVIEWS

- ▶ MACHINE: C64/128
- ▶ SUPPLIER: BUBBLE BUS
- ▶ PRICE: £8.95 (TAPE) £14.95 (DISK)
- ▶ REVIEWER: TIM

SKATE ROCK

Wheee! If you're a failed skate-boarder, like me, the next best thing is playing *Skate Rock*! It puts you on board a super-slick skate-board. The challenge is to complete ten courses of increasing difficulty and become one of the elite Slime Rat Skaters. And it 'aint easy!

But at least you don't suffer all the bumps bruises and broken bones that you'd get attempting some of the moves required.

Each course requires you to pick up eight flags — as well as dodging dogs, punks, cars, remote control aircraft and other assorted hazards. You have to guide your board over pavements ramps and around road works in an effort to collect those flags.

Luckily your board is extremely manoeuvrable — once you've learnt the joystick/firebutton combinations that make your skater jump, spin and perform perfect wheelies!

This is one of the really nice features of the game. The flexibility and freedom of movement is outstanding. As is the animation, which matches the fluid movement of the skater.

There are several start up options. Skill levels range from beginner to Thrasher! You can set up your board too — how the boards trucks — wheels to you — are fixed determines how quickly the board turns.

You'll have to learn how to make quick turns to avoid pedestrians, dogs and ends of pavements.

And you'll also have to learn when and how to make jumps or do wheelies to get over/around obstacles.

You can't move up a level until you've completed a course — and that means you have to collect all the flags. But you can collect them in any order you like as the game allows you to scroll backwards and forwards at will.

Once you've completed a few courses you can choose which one you want to play.

There's a time limit on each course too — didn't I mention that already? But you do get to keep any time left over as it's added onto the limit for the next course.

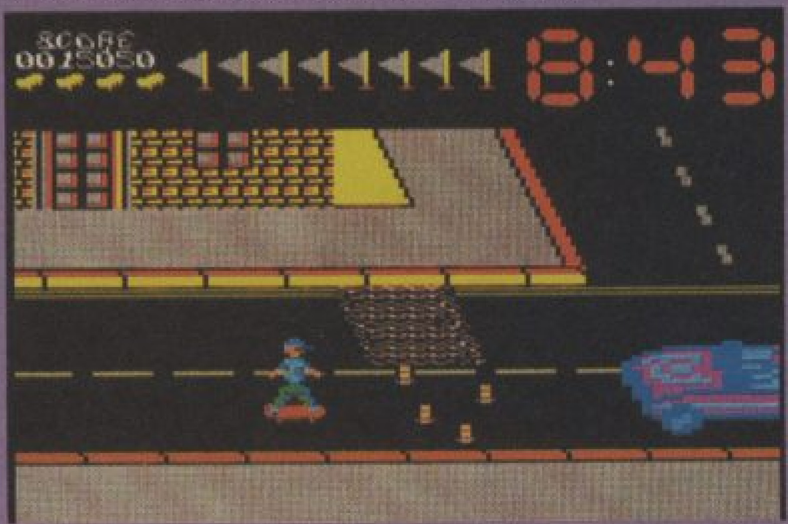
The graphics are colourful and for the most part pretty well drawn. The chunky cars let the game down a bit though. . .

Sound is good and there's a tune which drives the action along. *Skate Rock* is a different game which skate-boarders and gamesters alike will enjoy playing. Join the Slime Rats today!

- ▶ GRAPHICS 7
- ▶ SOUND 8
- ▶ VALUE 9
- ▶ PLAYABILITY 9

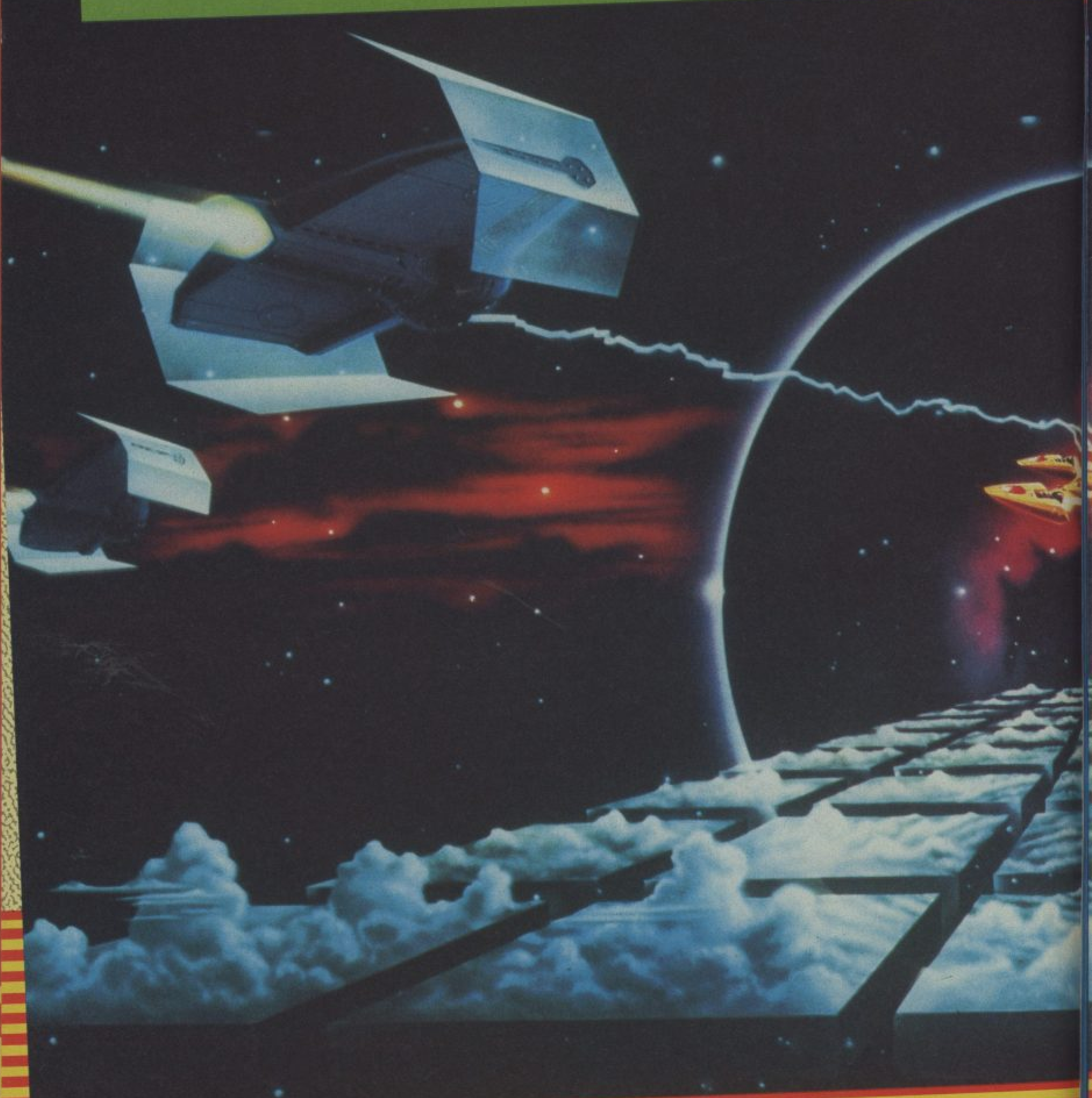
C+VG HIT!

▼ *Skate Rock is an original, entertaining and difficult game.*



Star Raid

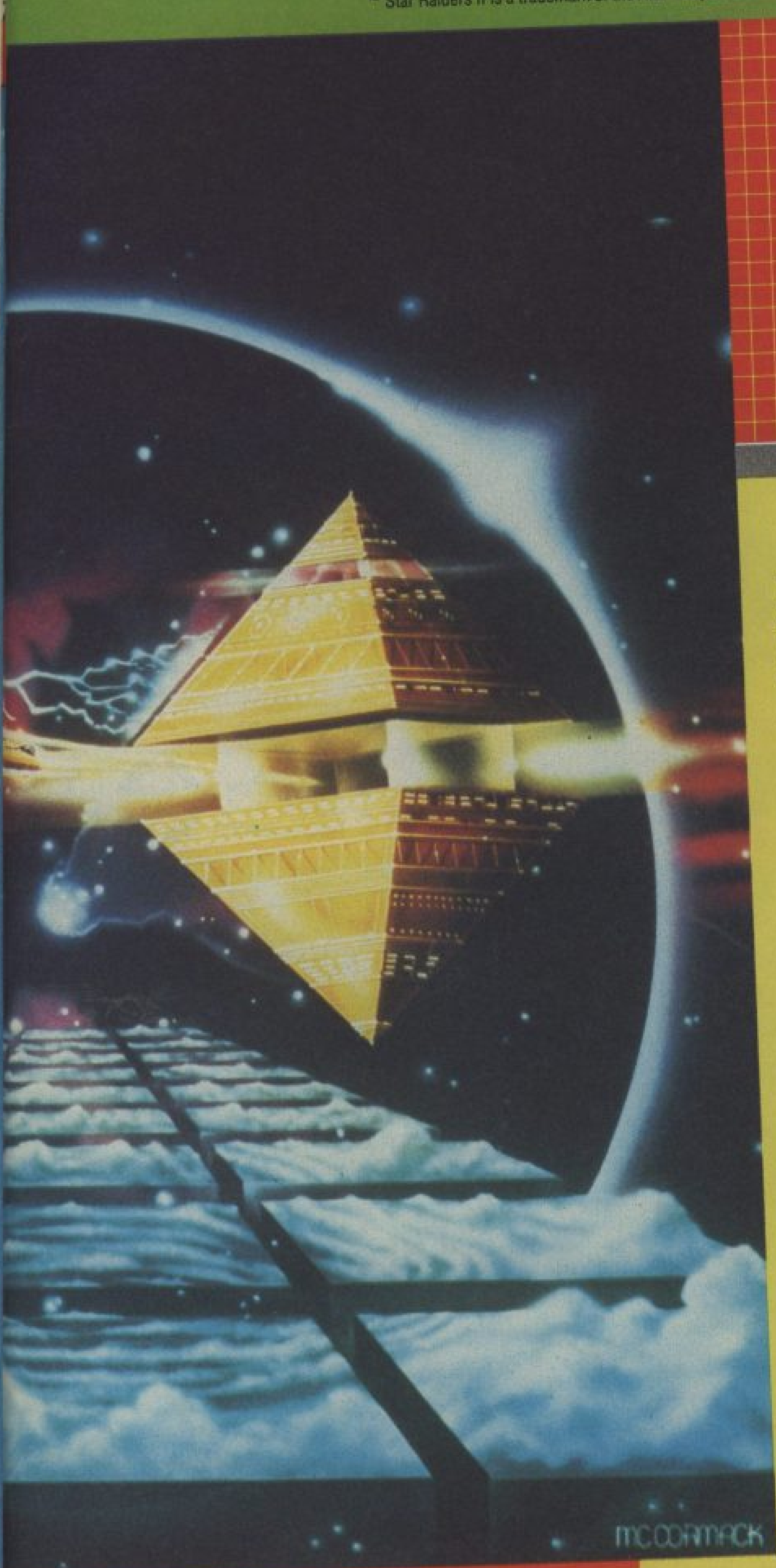
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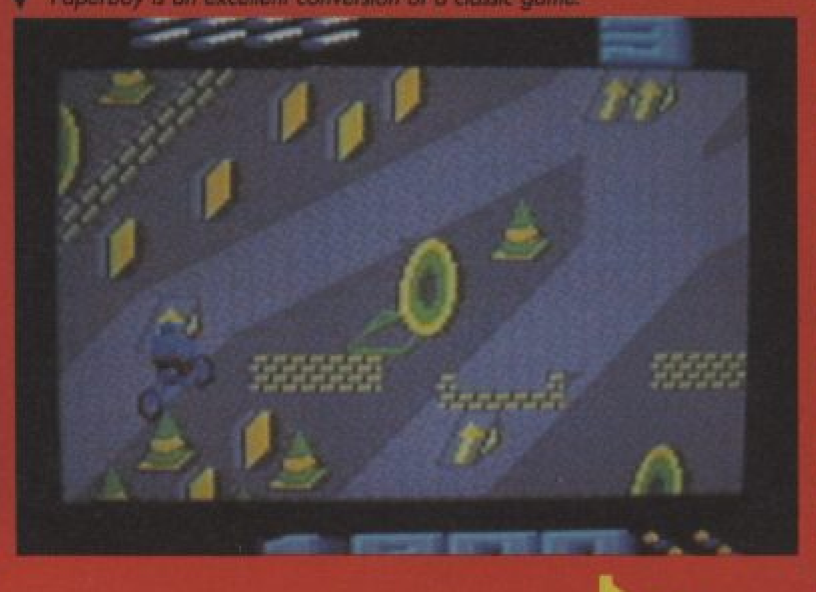
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C+VG REVIEWS 3

▼ *Paperboy is an excellent conversion of a classic game.*



PAPER BOY

► MACHINE: COMMODORE 64/128
► SUPPLIER: ELITE
► PRICE: £9.95 (CASS) £14.95 (DISK)
► REVIEWER: LEE

I first played *Paperboy* on the Spectrum a few months ago, and found it instantly playable, instantly addictive and, what's more, instantly FUN!

I've now played the Commodore version, and I'm glad to say that Elite have done a superb conversion job from the original arcade game of which I was such a fan.

For those of you who have never played any version, arcade or otherwise, the game sounds fairly boring. Simply deliver newspapers, (why not copies of C+VG?), to the correct addresses, try to persuade other non subscribers to subscribe, by lobbing papers through their windows, and at the end of the day, complete at BMX course in one piece. Simple eh?

Well, not quite. You see, as on a real paper round, there are hazards such as cars, dogs, and drains. Unlike real life, there are GIANT dogs that walk on their back legs, skateboarders, reject rollerskaters from the Martini ads, and rather overweight ladies, in what look like CND jogging suits!



▲ *Elite have managed to incorporate great graphics with the original gamesplay.*

To gain extra points, you can try and throw papers into bird baths, knock lids of dustbins, and hit various targets on the bonus course.

You start the game with three lives, and lose one of them if you come in contact with any hazard, or crash into a wall.

One advantage is that you don't lose any lives if you crash on the BMX course. That basic object of the game, is to complete a full week's work intact — that way you get paid.

As I said, I've played the Spectrum version as well, and completed it within a few days, but I've been at the Commodore version for over a week now, and I can't seem to get past Thursday — so any pokes for infinite lives, send to IDEAS Central at the usual address!

The graphics are a great improvement on the Speccy version. On that machine, they took up only a small section of the screen, whereas on the 64 version, they fill the whole screen.

They are big and bold, although some of the sprites are slightly chunky, and the streets do become repetitive after a while.

Sound is well above average, with a fast-boppin' title tune, a slower, more leisurely paced game tune, and another fast jingle during the bonus game.

At the end of each day, you are given a report on how well you did, and if you missed delivering any papers to the right addresses, they may stop their subscriptions.

Overall, a well executed game, and another worthy C+VG hit for Elite. Many of the most recent arcade conversions have been very poor. *Paper boy* is the exception. Rush out and buy it NOW. You won't be sorry!

► GRAPHICS	10
► SOUND	9
► VALUE	10
► PLAYABILITY	10

C+VG HIT!

TOP GUN



▲ *Top Gun — flying to the top of the charts?*

► MACHINE: AMSTRAD/SPECTRUM/CBM 64
► SUPPLIER: OCEAN
► PRICE: £7.95 (SPECTRUM), £8.95 (AMSTRAD/CBM)
► VERSION TESTED: AMSTRAD
► REVIEWER: PAUL

Top Gun — the number one film starring the silver screen's current number one heart-throb, Tom Cruise. Ocean has snapped up the licence and, no doubt, is hoping for a number one Christmas hit.

The resulting game is a pretty neat combination of flight simulation mixed with sky high duelling. With the *Top Gun* name it's a winner.

The film deals with the training of F16 Tomcat fighter pilots. The game puts you in the seat of the F16 and into battle, either against the computer or another player.

The screen is split into two indentical displays. At the start you see a side view of your F16

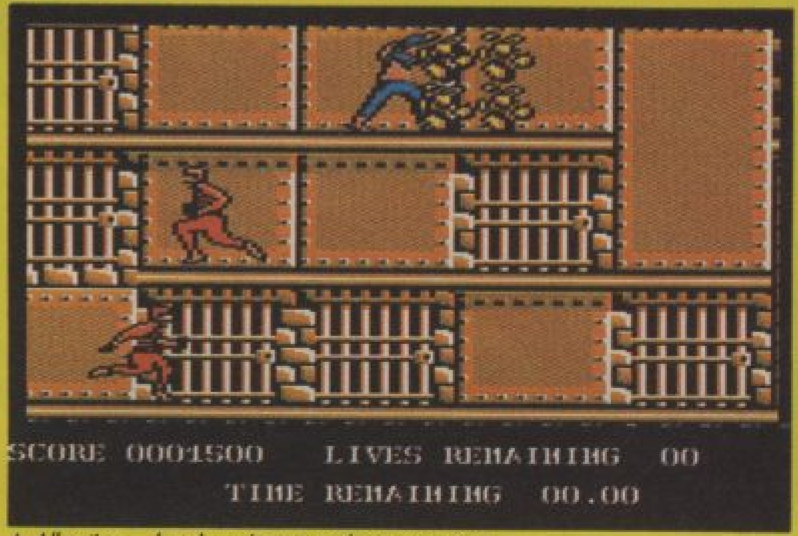
- MACHINE: C64
- SUPPLIER: MELBOURNE HOUSE
- PRICE: £9.95 (tape) £14.95 (disk)
- REVIEWER: TIM

KNUCKLEBUSTERS

Fancy a knuckle sandwich? Then try tangling with Deke the double-fisted dynamo who's the hero of Melbourne's latest 64 offering.

Deke's a sort of flying *Fist*. His main aim in life is to escape andronisation at the hands of the powers that be. Deke's a bit of scallywag you see. And the punishment for crimes is to have your entire body — and mind — transformed into a zombie like andie.

Dirty Deke has sabotaged the city computer which means that the entire city is going to blow up in a few short hours. But Deke doesn't plan to stick around to see what happens to the city. He's legging it to sanctury which lies outside the city walls.



▲ *All action — but doesn't capture the imagination.*

Only trouble is that he has to fight his way through the cell blocks, guard area, prison wall, the city, downturn precinct and ultimately the city walls.

That means' he's got a tough task on his hands — which will soon be a bloody pulp as his two-fists are all the weapons he has — apart from his ability to plant a swift kick in his enemy's most vulnerable parts.

The aim of the game is to help Deke escape. But it isn't easy — and at times it'll seem impossible.

The game scrolls horizontally backwards and forwards as Deke runs kicks and punches his way through the five different types of android enemies he encounters in his bid for freedom.

Deke will also discover useful items — some which reveal mysterious words when he picks them up. Make a note of them as you go.

Others grant him more strength, extra lives and bonus points.

To find these Deke has to kick over oil drums or run over crates with question marks on them. What he gets is displayed in a small window at the left hand side of the screen.

Some objects are booby trapped and will drain Deke's energy or simply kill him.

Some droids Deke attacks will go up in a puff of smoke at the merest flick of a foot — but others are tougher and take a lot of kicking to get rid of.

All the screens are divided into platforms which Deke can leap up and down on at will.



▲ *Great graphics, excellent sound but disappointing gamesplay.*

There are doors to different areas some which lead to freedom — some which just land Deke in more trouble.

The graphics are nice and well animated, the scrolling is super-smooth and the music — well it's by Rob Hubbard. Need we say more?

Despite all the things it's got going for it — that music, good graphics, smooth scrolling — *Knucklebusters* is a strange game. It should be good — but somehow it just doesn't. And the sad thing is that I can't put my finger on just what's wrong!

It's an action game which doesn't capture your interest immediately. Maybe after a couple of hours more play things will be different?

My advice is to play a friend's copy before you decide to shell out your hard earned cash — unless of course you just want to hear the neat soundtrack.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7

taking off from an aircraft carrier. The display then switches to the view from the crafts cockpit.

The flight simulation part of the game is the kind I like. They're are no huge manuals to digest, hundreds of controls to master or hundreds of failed attempts to take off.

The controls are very much simplified and the layout is clear and easy to understand.

Most of the controls are grouped on the lower half of the screen, the exceptions being air speed and altitude which are situated at the very top.

The most important instrument is the radar which locks on to enemy aircraft. Others are plane altitude indicator, damage indicator, cannon temperature, missile locking on countdown and missile warning indicator.

A dotted line running across the screen represents an artificial horizon.

There are three weapons which you can use. You can see which one is in use by looking at an indicator on the control panel. But it's far easier just to look at what kind of weapon aiming sight is being displayed on screen.

The first is the machine gun/cannon, shown on screen by a small crosshair sight. A total of 25 hits are needed to destroy an enemy. The hits are shown by border flashes. This wasn't my favourite weapon. I found it quite difficult to "down" any aircraft.

The second weapon is the side-winder heat-seeking missile, shown by a larger square sight. To fire the missile is quite tricky to start with. Once the enemy aircraft is in your sights you must keep it there for three seconds to enable the missile to "lock on" to its target. Complete this successfully and you guaranted a "kill".

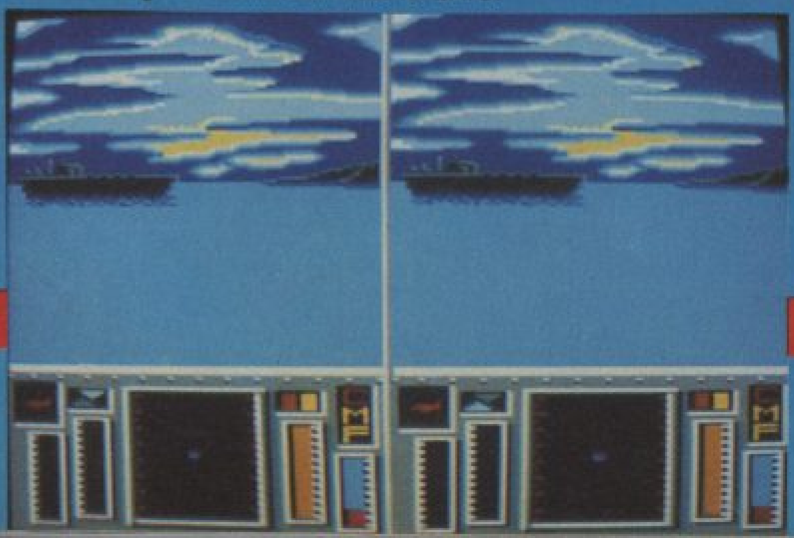
Your main defence against enemy side winder missiles are heat generating flares. It's also possible to out run the missiles which "burn out" after about 20 seconds. There is no sight dispalyed when you are using this weapon.

Each level of the game has three aircraft which must be destroyed before you can progress to the next. The battles become progressively harder. If you are playing against a human opponent the winner is the one left flying.

I'm not sure if the game I had contained a bug. At certain times the white dot on the radar, which I took to indicate the enemy, was juddering around like mad, leaping from one part of the screen to another. No matter how I tried I couldn't manoeuvre my F16 to get the aircrift into vision. I had to reload the game to carry on.

All in all, I found *Top Gun* enjoyable to play. The 3D vector graphics are okay and the sound adequate. I'm not sure if the game will have a really long playing life after the initial newsness has worn. I can't see myself returning to it in the future.

▼ *Your change to become Tom Cruise for £7.95?*



▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	8



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HYPABALL

5

- MACHINE: CBM 64/SPECTRUM
- SUPPLIER: ODIN
- PRICE: £9.95
- VERSION TESTED: CBM 64
- REVIEWER: PAUL



▲ *A complex but fun game for two.*

Hypaball was in grave danger of getting the O.B.E. — Order of the Big Elbow — within a few minutes of being loaded into the Commodore.

First of all no instructions were sent with the game. All I could tell was that it was some sort of futuristic sports game.

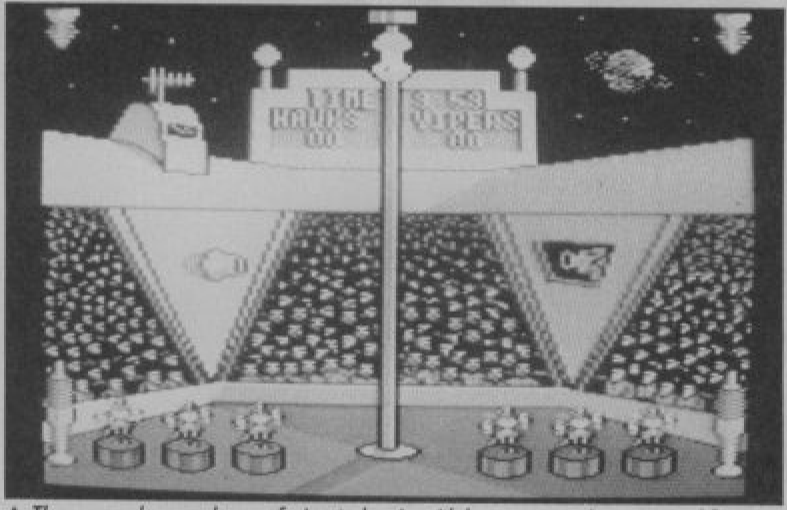
Secondly on the version sent to me the colours of the teams were virtually identical. It was exceedingly difficult to tell who was who. I am, however, given to understand that in versions sent to other reviewers the colours were visible.

However, I carried on and in the end found myself playing a highly entertaining and addictive game. It's a sort of aerial Rollerball combined with basketball — only the basket moves.

There are two teams in the game — Hawks and Vipers. You can either play against the computer or another person. Each team consists of three players and you can select these from a group of dicey looking people with names such as Alex Grunt and John Machine. Each has different characteristics such as weight, strength, agility and speed, although I'm not sure whether these are purely cosmetic or if they actually alter the way a player reacts.

Once the team selection has been carried out, the scene switches to the stadium. This is divided by a central column which has a "goal" moving up and down it. The players take up there positions, either on the ground or in the air. A ball is fired into the arena and the players chase after it, pass to one another, bounce it off the sides of the arena and hopefully, shoot it into the goal.

Each team is not restricted to a particular side. They can roam around more or less at will, during the ten minute game.



▲ *The gameplay can be confusing to begin with but once you're practised for a while you'll be stuck to your computer.*

The ball cannot cross from the left side to the right side of the screen because it will bounce back off the central column. It can — and often does — zoom off from the the left and reappear on the right and vice-versa.

The ball cannot be held by any player for more than a few seconds without passing it. If he does the opposing side gets a free shot.

The other gripe about *Hypaball* — and it is only a minor one — is that after the team has been selected before the action starts you get a short dance routine by a group of cheer leaders. This is all right to begin with but it becomes a little boring.

The other is price. I think it could have been a little cheaper for what is basically a game with just a few screens.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	9

XENO

- MACHINE: SPECTRUM/C64/AMSTRAD
- SUPPLIER: A N' F/ARGUS
- PRICE: £7.95
- VERSION TESTED: C64
- REVIEWER: TIM

Now this could have been a really nifty game if the programmers had decided to make it scroll instead of using an irritating screen flipping technique. This slows things down and eventually becomes frustrating.

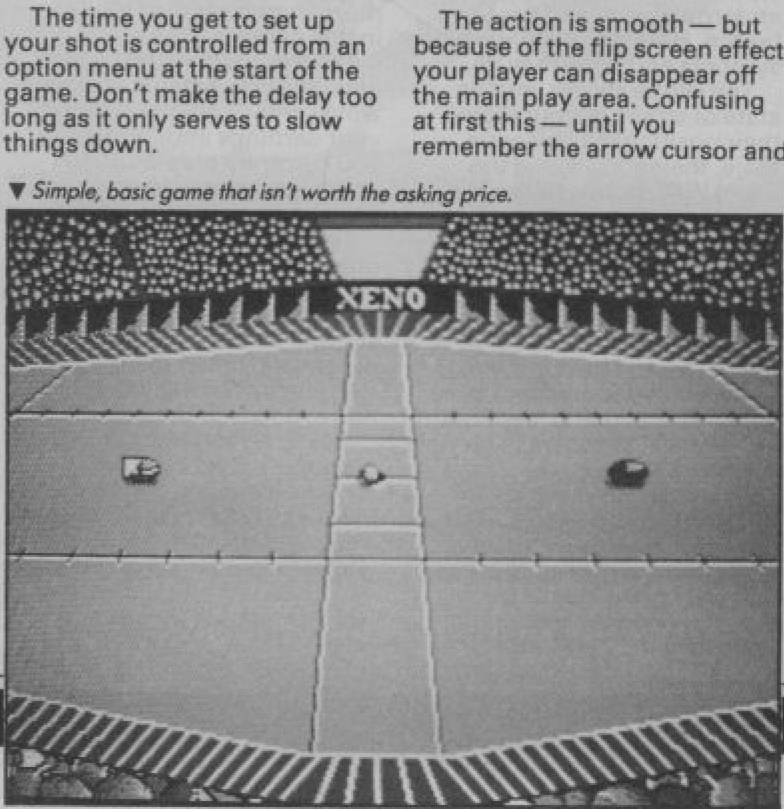
Xeno is basically a two-player ice-hockey game. The idea is simple. Just score goals! It comes with an imaginative cassette inlay which pretends to be a match program for a *Xeno* game. A nice touch this. You can play against a friend or the computer. The two-player option is the best.

You control a blue or red round thing which you have to fire at the white puck in such a way to make it zap down the rink and into the back of the — well, it's not a net, more of goal area. You have an arrow cursor which you move around to select the direction of each shot.

The time you get to set up your shot is controlled from an option menu at the start of the game. Don't make the delay too long as it only serves to slow things down.

The action is smooth — but because of the flip screen effect your player can disappear off the main play area. Confusing at first this — until you remember the arrow cursor and twiddle your joystick to get back into the picture.

▼ *Simple, basic game that isn't worth the asking price.*



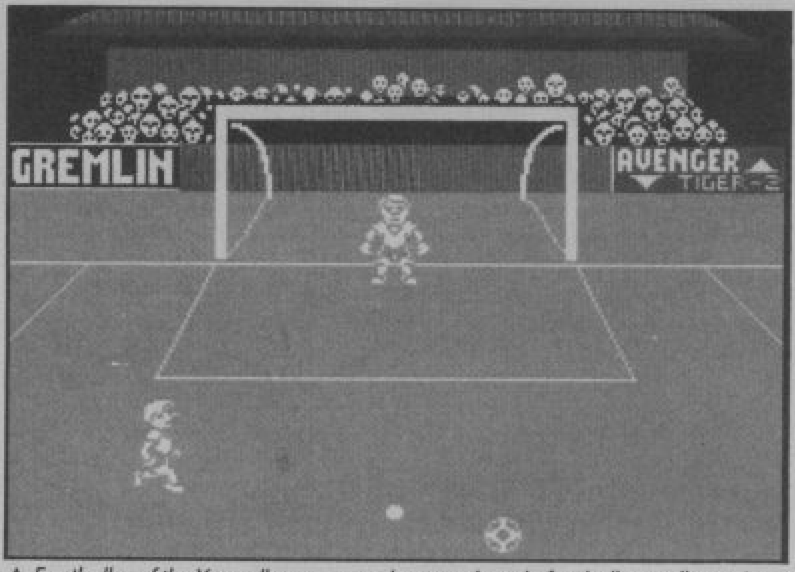
You can knock your opponent off the puck or even attempt to "snooker" him by placing yourself between him and the puck.' So it's not all just zooming around blasting the puck up and down — there's a bit of strategy involved as well.

Each game is divided into four quarters — and you can set the length of each quarter at the start of each game. You can also decide on the computer skill level if you are playing alone.

Apart from the "flipping" screens another aspect of the game which gets a bit tiresome is the setting up each shot. Why can't you just control your player independently and guide him around the rink.

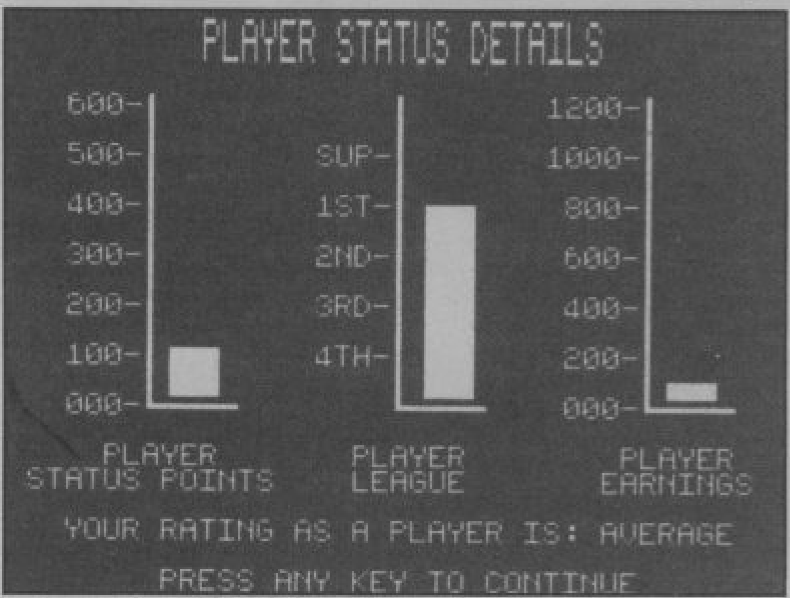
That would allow you get in a bit of tackling too! *Xeno* is a nicely presented and fairly playable game. Nothing to write home about — but at under £8, I guess it's not bad value. Play before you buy.

▶ GRAPHICS	7
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	7



▲ *Footballer of the Year allows you to play arcade-style football as well as trying to program in your football career.*

FOOTBALLER OF THE YEAR



▲ *The game keeps a record of your goal scoring exploits as well as your earning.*

- ▶ MACHINE: SPECTRUM, C64, AMSTRAD, ATARI, C16+4, BBC, ELECTRON
- ▶ SUPPLIER: GREMLIN
- ▶ PRICE: £7.95 (SPECTRUM/MSX) £9.95 (C64/AMSTRAD/ELECTRON/BBC/ATARI) £6.95 (C16+4) £14.95(all discs)
- ▶ VERSION TESTED: SPECTRUM
- ▶ REVIEWER: TIM

"Yeah, Brian. I was sick as a parrot and over the moon at the same time. I'd been playing for Spurs in Div. One for a few games when I was transfered to Wigan Athletic. OK, I hadn't scored many goals and I had a few words with the ref in our last cup match. . . but Wigan? Then I realised that my share of the transfer fee would help me buy that Porsche I'd always wanted and I'd be a proper superstar in a team like Wigan!"

Such is the stuff of Gremlin's *Footballer of the Year*, the latest in a long line of games based on our national winter sport. Will it challenge Addictive's *Football Manager* for the computer cup?

Well, now we've seen it, *FOTY* doesn't really set out to compete with the above mentioned classic. It's a whole different ball game — if you'll pardon the pun.

You don't play to help your team in this game. Your only aim is to claim the Footballer of the Year title, earning as much cash and getting a good reputation as your career progresses.

You start the game aged 17 with £5,000 and the whole world at your Adidas clad feet. You find yourself in a fourth division team — you can pick which one — and with a burning ambition to make it into division one.

The game is icon driven from a menu screen. You access the different parts of the game via an arrow cursor and the fire button. Here's a run down of the symbols and what they do.

The Globe shows you the state of affairs of your team, their position in the league table, their morale and the usual WDL-points table. The numbers show how many games your team has played — but if you go through more than one season in a session the numbers keep on adding up. They don't reset to the start of a new season. The number of goals you've scored and in which sort of game -cup, league etc — are also shown in another table.

The other teams in the league aren't indicated — so you could be top of the league but you don't know who is chasing you and how many points behind they are. This is a disappointing feature of the game and takes some of the interest away from the actual matches you get to play. But I suppose it comes back to the individual being more important than the team in this game.

The Footballer's Head icon gets you into a status screen which shows your skill rating, your earnings and the league you currently play in. Status points go up and down as you play.

The Scroll allows you to purchase transfer cards — once you've earned enough cash. Buy a card and you could be spotted by a scout from a bigger and better team. A successful transfer will bring more money and more status.

The Question Mark is a sort of *Monopoly* style "chance" section. Here you can buy an incident card for £200 a shot. This can lead to many things, a win at the Casino, a transfer, free goal cards, and disasters like injuries, burglaries and fines.

Sometimes nothing happens at all!

The Football Boot icon gets you into the game proper. There's an arcade section which allows you to control shots at goal — either proper goal-mouth incidents or penalty shots.

You get the chance to have a shot at goal by purchasing goal cards. You begin with ten and can buy more as you go. The cost varies depending on what league you're in. If you run out you could try to get free ones by purchasing an incident card.

But there's no indication if the goals you score help your team to win or not.

The arcade section is fun. You have to set up your shots quickly if you're being chased by defenders. But a penalty allows you to take your time and beat the keeper. Graphics in this section are pretty good.

After the game comes the *Grandstand* style teletyper which prints out reports of the matches you've played to suitable tickertape sound effects. You can speed up the printer by holding down a key — a good idea this as it speeds up the game.

You often get a chance to play for the international squad — but I was never good enough to have a crack at an international. I did get into trouble with the ref a few times, was injured and scored some beautiful goals — but I still didn't manage to win the ultimate accolade despite being promoted to the first division after a couple of seasons. You can jump right in at the top and try division one.

Be careful how you use your goal cards. They are worth a set number of goal chances per match. Use them wisely and you'll be able to enjoy the arcade section throughout the season.

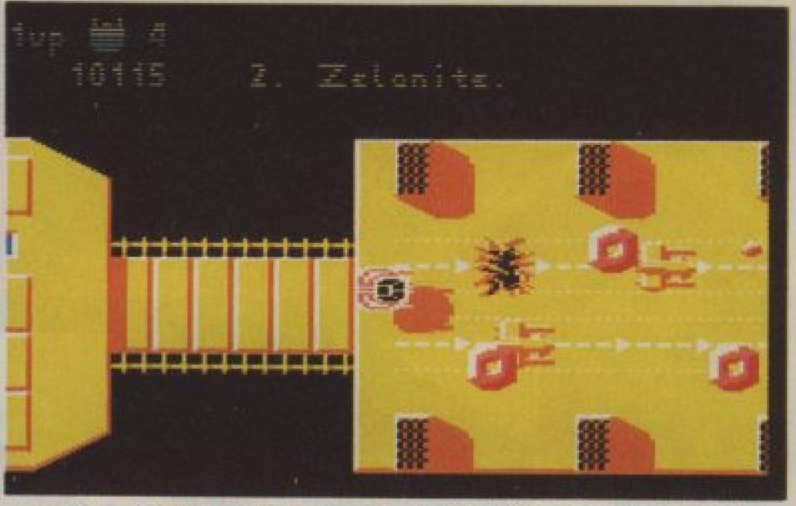
There seemed to be a couple of bugs in the version I played. I seemed to be playing Oldham many more times than possible in a proper season and the teletype machine developed terminal spelling difficulties after a couple of seasons. And since when has Roma been in Div One?

Footballer of the Year won't replace *Football Manager* — but it adds a new dimension to computer soccer simulations. Despite its limitations it's fun to play and will appeal to all would-be soccer superstars everywhere.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	8


IMPOSSABALL
Spectrum Cassette £8.95
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Do you have the nerve and skill to guide your bouncing Impossaball through the corridor of doom?
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C+VG REVIEWS 7



▲ *Uridium is considered by many as the best shoot-'em-up written for C64.*

► MACHINE: C64
► SUPPLIER: HEWSON
► PRICE: £9.99
► REVIEWER: TIM

Uridium + PARADROID

The ultimate compilation. Two classic 64 games in one package. and not just satisfied with re-releasing the original games together Hewson have come up with enhanced versions of both these smash hits. Talk about vale for money!

A 64 owner without a copy of *Uridium* is a bit like a goldfish without a bowl. But even if you have already got Andrew Braybrook's stunning shoot 'em up you'll still want a copy of this new version.

Andrew has gone back to the game, altered the configuration of the Dreadnoughts, made the alien attackers even swifter and much more deadly, given your Manta fighter increased firepower AND put a lot more stuff to shoot on the giant spaceships!

You also don't have to wait for the land now message to appear before you land on the Dreadnoughts and enter the slot machine style sub-game. You can gamble on getting hi-scores by zooming across the giant ships and landing to play the bonus game or simply by staying in the air and gunning down alien attackers by the score.

The Dreadnoughts come at you in a different order this time just to add to the intrigue. And there's more deadly flying mines — so watch out!

This enhanced and improved version of the classic shoot 'em up only seerves to show, once more, what a great game *Uridium* is. All the imitators pale into insignificance as you grip the joystick and prepare to take your Manta screaming across the surface of the Dreadnoughts once more! *Uridium* is the ultimate 64 shoot 'em up. Nuff said?!

This package also gives more people the chance to try out Andrew Braybrook's first major release, *Paradroid*. Largely under-rated when it first appeared this is the game that inspired Andrew's partner, Steve Turner, to write his Spectrum hit *Quazatron*. It's also the game that introduced the idea ot the bonus game to 64 software.

Pararoid doesn't have the instant appeal to *Uridium* — but it's long on playability AND lastability. You control a droid complet with an "influence device" out to destroy a whole host of rebellious droids on board a space freighter.

Once again this isn't the original game first released in 85. it's a speeded up and enchanced "competition edition" which will appeal to old *Paradroid* hands and new recruits to the Braybrook fan club alike.

Your aim is to destroy the mutinous crew by zapping them or taking them over via your influence device.

The transfer game is the key to success. You won't be able to progress through the game unless your master it. After all, a puny 301 droid isn't going to be able to deal effectively with a 605 unless he's really lucky.

You have to move from deck to deck destroying and taking over rebel droids, moving your way up through the droid ranks by transferring your influence device to progressively more powerful enemies.

The transfer game is described fully in the first *IDEAS Central Handbook* which came free with C&VG's July 86

Championship WRESTLING

► MACHINES: C64/128
► SUPPLIER: US GOLD EPYX
► PRICE:
► REVIEWER: PAUL

Marshal M. Rosenthal, C+VG's US reporter, reckons *Championship Wrestling* brings dignity to a much-maligned sport.

Well, I'm not so sure about that. It is better than what is probably its only rival, Melbourne House's *Rock 'n' Wrestle*.

Both games are very similar in format and presentation. You can select various exotically named grunt 'n' groaners and battle it out until someone emerges triumphant. You score points by performing around 20 different moves — all controlled by the joystick and fire button.

The action takes place in a three dimensional ring, which allows the wrestlers a great deal of freedom to move about. Balloon insults appear above the crowd. Such as "kill," "mangle" or "get a job."

There are two playing modes, practice and competition. Up to eight people can take place in the competition mode in a knock-out battle for a title belt.

Each wrestler can perform a wide variety of moves including atomic drop and body suplex, drop kick, throw, spin kick. They can thrown themselves onto the ropes to enable them to rocket back into the ring, climb onto the ring posts and jump down on their opponent. Each wrestler also has a "speciality" move.

All the wrestlers enter the ring with the same amount of strength. Different moves use up varying amounts of energy. Airplane spins will sap your muscle power faster than others.

Here's a brief rundown of the grapplers you can get to grips with:

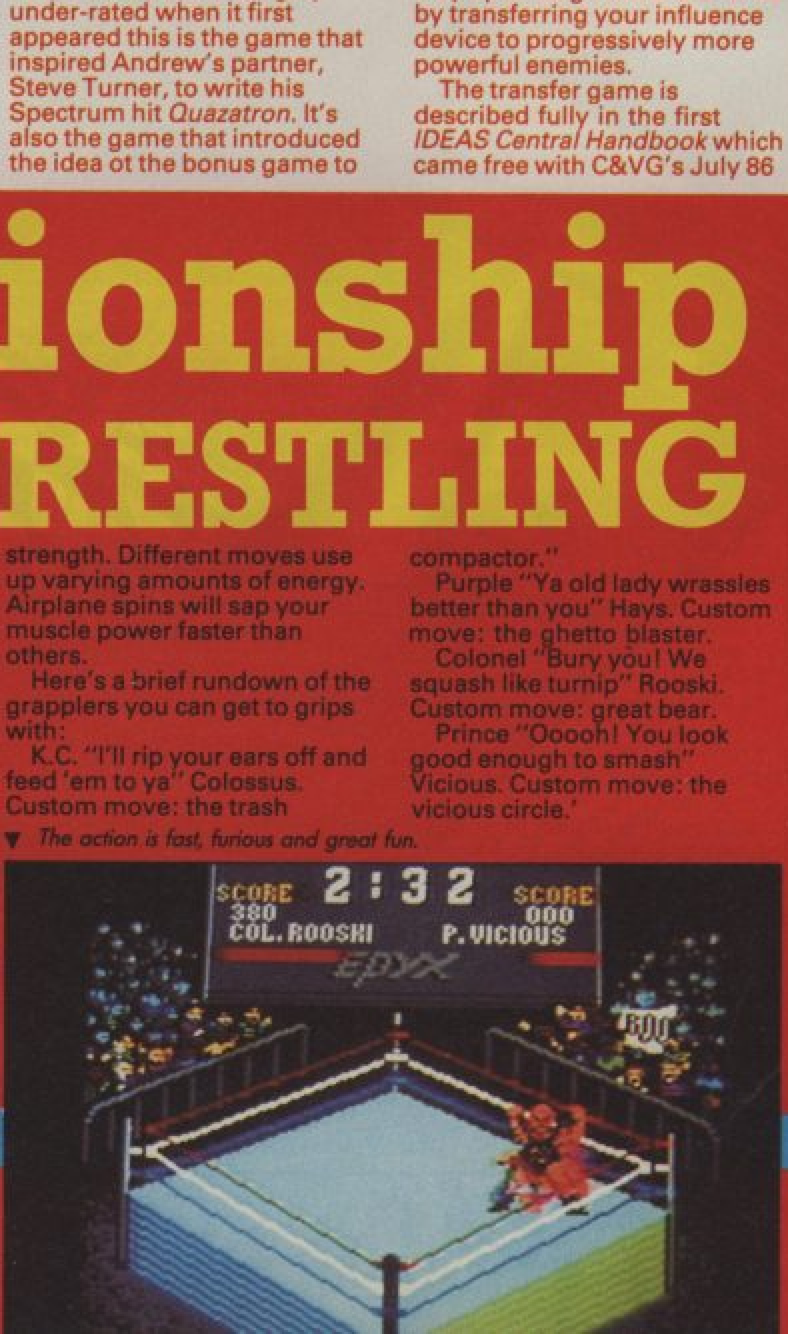
K.C. "I'll rip your ears off and feed 'em to ya" Colossus. Custom move: the trash compactor."

Purple "Ya old lady wrassles better than you" Hays. Custom move: the ghetto blaster.

Colonel "Bury you! We squash like turnip" Rooski. Custom move: great bear.

Prince "Ooooh! You look good enough to smash" Vicious. Custom move: the vicious circle.'

▼ *The action is fast, furious and great fun.*





▲ *Andrew Braybrook's underated Paradroid*

issue. If you missed it here's a brief summary of what happens.

When you've locked on to a rebel droid — by bumping into your target and hitting the fire button — the screen changes from a overhead view of the ships' deck to a puzzle screen.

There are a series of horizontal lines or wires, divided by a horizontal column. The idea is to move your little triangular pulsers up and down the wires and fire them to make the central column change to your chosen colour — yellow or purple.

If you're successful you then control the rarget droid which should preferably be more powerful. Fail and your droid burns out and the game is lost.

As I've already mentioned this is essential to successfully ridding the frieghter of the rouge droids. Blasting away just isn't enough!

However it's a good idea to leave a supply of less powerful droids around just in case you suddenly loose control of a powerful droid and and need to start building up your own power all over again.

Once all the droids on one deck are knocked out the lights go out! Then it's time to look for another infested deck to deal with. But make sure you're not going from the frying pan into the fire. Make a quick sortie to dind out what rating the droids on each deck have. This is shown by numbers on their err,-chests, I suppose you'd call them.

Paradroid isn't a game you'll solve in the first sitting. But it is one you'll keep coming back to time and time again. And thanks to this compliation more people will get the chance to play it.

DON'T for get to check out the terrific *Paradroid* loading screen — it's a killer!

This package is brilliant value for money, awesomely playable and totally addictive. Don't miss it — you won't see a better compilation for the 64 this side of the decade!

	Uridium	Paradroid
► GRAPHICS	9	8
► SOUND	9	9
► VALUE	10	10
► PLAYABILITY	10	10



▲ *Choose between eight different characters. Each has his own special moves.*

Zantaklaw "Mmmmm Ffffaph mmmmm phuff ffupmm". Custom move: the klaw hammer.

Zeke "When I'm dun, yer face'll be hog slop" Weasel. Custom move: the block and tackle.

The Berserker "haaarggh! Oooorowrrr . . . KILLL!" Custom move: the pop top.

Howling "Scalps? I'm talking heads" Manslayer. Custom move: the bow and arrow.

The graphics are excellent. You get a really neat close-up of them as the y pull outrageous faces — or, as in the case of Prince Vicious, outrageous pouts.

The action is fast, fun and very realistic. The only gripe is the constant reloading the disk after a bout has finished. That's very boring.

► GRAPHICS	9
► SOUND	8
► VALUE	8
► PLAYABILITY	9

C+VG HIT!

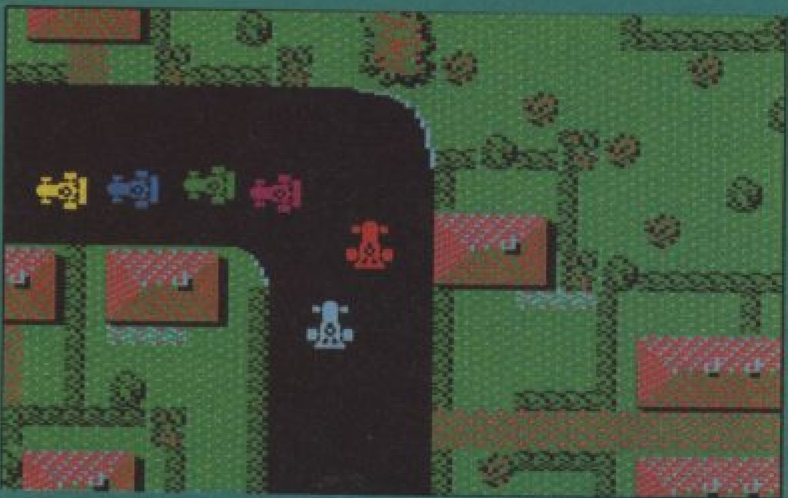
C+VG REVIEWS 8

STREET MACHINE

► MACHINE: C64, AMSTRAD
► SUPPLIER: SOFTWARE INVASION
► PRICE: £8.95
► REVIEWER: TIM

This game takes you back a bit to the days of the old Atari VCS machine. An overhead view of a race track with little flat-looking cars driving over a flat-looking circuit.

But don't think I'm criticising here. Street Machine is a surprisingly entertaining game. The Amstrad graphics outshine the 64 version however. Amsters get a better looking background which makes the games look slightly more impressive.



▲ *Street Machine is yet another arcade racing game to swell the ranks of car simulations.*

The basic idea is to drive you street machine — which on the packaging looks like Geoff Brown's Ferrari but on the screen looks like a beefed up go-kart — around a tortrous track, racing other cars and trying to get the lap record.

There are three stages to the race. Stage one is the easiest with fine weather and dry roads. This doesn't prepare you for stage two which takes place at night in a thunderstorm which is slightly preferably to stage three which takes place after a bilzzard leaving the road covered with snow and ice.

The C64 version features. other cars which try to bump you about. The Amstrad version seemed to lack these extra opponents — on stage one anyway. What makes this game — which reminds me graphically of the coin-op called *Sprint III* — different from other race type games isn't just the overhead view.

Crash or damage your car in some way and you are shown the "maintenance chart". This is a screen — or in the case of the 64 version, screens — which show detailed percentage damage to different parts of your car. You have a time limit in which to move a highlighted cursor around "repairing" the damage.

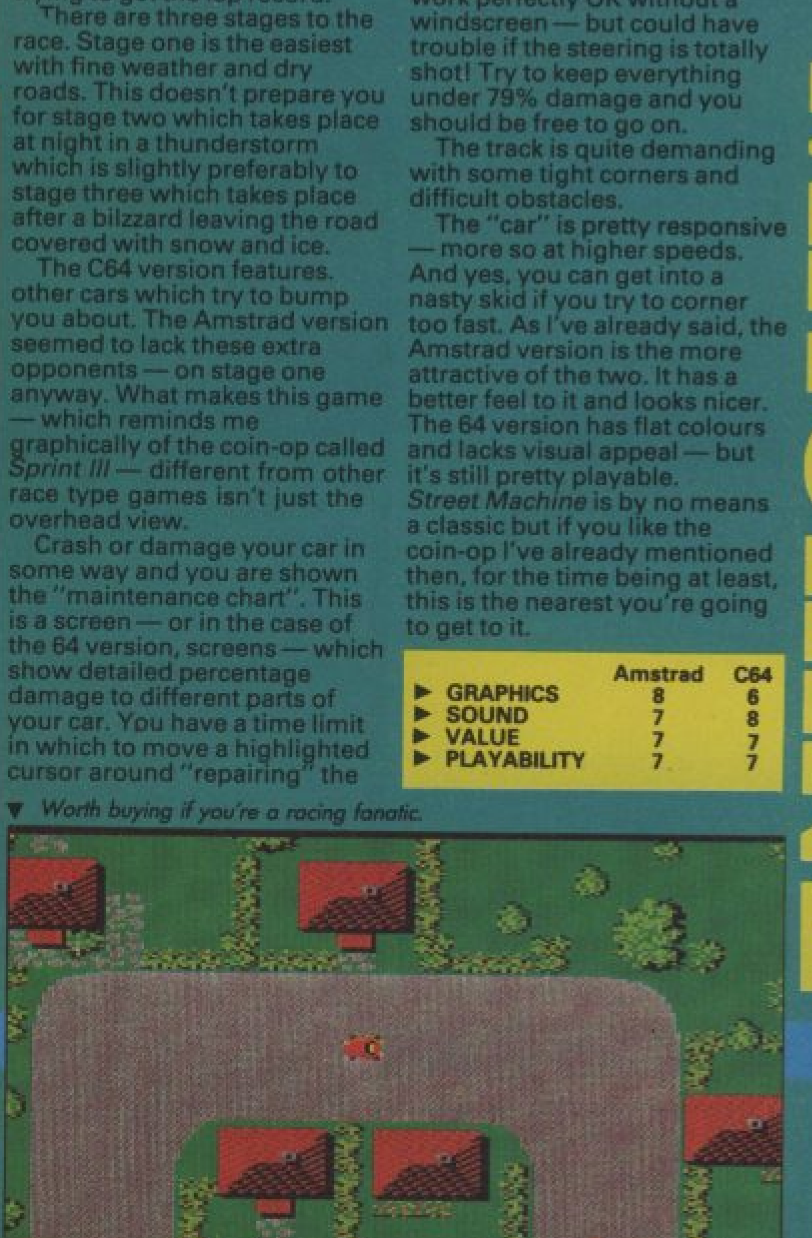
Repair the wrong things and the race is over — so a reasonable knowledge of what keeps a car on the road is useful here. After all, a car on the road is useful here. After all, a car will work perfectly OK without a windscreen — but could have trouble if the steering is totally shot! Try to keep everything under 79% damage and you should be free to go on.

The track is quite demanding with some tight corners and difficult obstacles.

The "car" is pretty responsive — more so at higher speeds. And yes, you can get into a nasty skid if you try to corner too fast. As I've already said, the Amstrad version is the more attractive of the two. It has a better feel to it and looks nicer. The 64 version has flat colours and lacks visual appeal — but it's still pretty playable. *Street Machine* is by no means a classic but if you like the coin-op I've already mentioned then, for the time being at least, this is the nearest you're going to get to it.

	Amstrad	C64
► GRAPHICS	8	6
► SOUND	7	8
► VALUE	7	7
► PLAYABILITY	7	7

▼ *Worth buying if you're a racing fanatic.*



C+VG REVIEWS 9

FIVE STAR GAMES

- MACHINE: SPECTRUM
- SUPPLIER: BEAU JOLLY
- PRICE: £9.95
- REVIEWER: LESLY
- VERSION TESTED: SPECTRUM

Five Stars? Dead right. The Spectrum version is more a less a galaxy of goodies all shining brightly. Quite simple a great buy. If you know somebody getting the first Spectrum, then this would be the ideal gift for them.

Because so many of the games are repeated on the various formats I've just concentrated on my personal favourites.

But first the full list: *Zoids* (Martech), *Equinox* (Mikro-Gen), *Back to Skool* (Microsphere), *Spindizzy* (Electric Dreams) and *Three Weeks in Paradise* (Mikro-Gen).

Zoids is a nice little game but really doesn't match up to the standard of the Commodore version. It could almost be a different game. *Spindizzy* is marvellous arcade fun. Addictive, frustrating but always hugely enjoyable. *Three Weeks in Paradise* is classic arcade adventure. Large, colourful and very smooth animation.

Now for my favourites.

Equinox: You begin the game with three lives. Any contact with an alien will reduce your energy. Prolonged contact with an alien will result in the loss of one of these lives.

Each level contains a canister, disposal chutes and Level Pass. You will have to collect the level pass in order to access the next level. As you search each level for these items, your time will elapse.

The unusual combination of arcade adventure and shoot 'em up had me hooked right from the start.

The graphics are not bad and the animation of the characters is pretty good.

Back to School: you are not limited to the interior of your school in your efforts to return a forged school report to the headmaster's study.

- GRAPHICS 9
- SOUND 7
- VALUE 10
- PLAYABILITY 9

C+VG HIT!

- MACHINE: AMSTRAD 464/6128
- BEAU JOLLY
- PRICE: £9.95
- REVIEWER: DAVID

The festive season has always been a popular time to release compilations and the quality of the games on offer this Christmas has been exceptionally high. One such package is Beau Jolly's *Five Star Games* featuring five hits form 1986 including the fantastic *Spindizzy*.

For once, the twin cassette box actually contains TWO tapes. The games are arranged as follows: Tape A has *Spindizzy* (Electric Dreams), *Three Weeks in Paradise* (Mikrogen) and *Who Dares Win II* (Aligata). Tape B comprises *Zoids* (Martech) and *Equinox* (Mikrogen).

At the heart of the galaxy, millions of light years from Earth, lies the planet Zoidstar, scene of the longest war in the history of the universe. You are Earthman, who innocently crash landed onto the planet, but now you find yourself in a position of power within the Blue Zoid camp. This is the world of *Zoids*!

The Red Zoids, enemies of the Blues, have captured Blue leader Zoidzilla, and broken him into six pieces which now lie scattered about the planets surface.

Your mission is to find all six pieces of your leader so that he can be reconstructed. Then, by merging minds with Zoidzilla, go off to give the Red Zoids a taste of their own medicine.

Full marks to Martech for designing each version of *Zoids* to the strengths of the host machine, altering the gameplay where necessary and, although the Amstrad is sadly unable to support the Hubbard soundtrack used in the C64 version (arguably the best music yet for a computer game). Amstrad *Zoids* is an excellent game requiring a high degree of strategic thought and planning combined with a nifty trigger finger. Not a game that can be mastered in one sitting.

Three weeks in Paradise finds our hero, Wally, lost in the jungle. Wilma and Herbert are about to be the main course at a Can Nibbles banquet. Obviously, this is not a good state of affairs so you must help Wally locate and rescue his loved ones before its too late.

Three Weeks is a "side-view" arcade adventure set against a well designed jungle backdrop rich in colour and variety.

Finding Herbert and Wilma is easy but freeing them is far from simple.

Three Weeks is a good jungle jaunt well up to the high standards Mikrogen have set in past.

It is unlikely that *Spindizzy* escaped anybody's notice the first time round but just in case. . . here goes. IT was one of the first top class games written for the Amstrad and was also one of the earliest *Marble Madness* clones. However, it is an original game in its own right, even though it based on rolling a ball around a map.

Spindizzy is a near perfect game!

Equinox is the the second Milcro-Gen game on this compilation. The action takes place below the surface of asteroid Sury-Ani 7. A little disposal droid is engaged in a race against time.

Equinox has playability in abundance. You'll need to be nimble-fingered to kill an annoyingly high number of assorted aliens, and nimble-minded to solve the increasingly complex problems put in your way.

Who Dares Wins II is very much in the *Commando/Rambos* style of game where all you have to do is destroy everything that moves and then go off the top of the screen and do the same and do the same again.

The enemy comes at you with everything he's got including bazookas, tanks, machine gun posts, and planes that drop bombs and fire machine guns at you as they sweep past.

Beau Jolly have put together a superb combination of games that should appeal to almost any gamer except die-hard adventurers.

- GRAPHICS 9
- SOUND 8
- VALUE 10
- PLAYABILITY 10

C+VG HIT!

- MACHINE: C64
- SUPPLIER: BEAU JOLLY
- PRICE: £9.95
- REVIEWER: CHRIS

I don't believe it! A tape that includes five brilliant games. These miracles are very rare. Get it quick!

Yes, its true, all the games on this tape are of star quality and are hits on there own. The tape consists of:

Spindizzy (Electric Dreams): You control a Geographic Enviromental Reconnaissance Land-Mapping Device, Gerald for short. What you have to do is map-out a new world that is just found floating around in space. An everyday occurance no less!

You have only a certain amount of time to complete you mission, and every time you have a little accident like falling into deep space or smashing yourself to pieces from a great height you lose a vast amount of it, so be careful. A well thought out game. Nothing short of fab.

Batalyx is a huge blast, cum strategy, cum just about everything as well. This game actually consists of five sub-games which are all extremely good.

Based on Jeff's never ending Zzyaxian/Trata saga, you must once again defeat the might of all that is evel. To complete this mission you must light all six icons, which appear at the bottom of the screen, each icon requiring a separate task, in a separate game.

The games are, Hallucin-o-Bomblets: Destroy anything in order to gain everything. The blast is made harder by the fact that you must fly in the opposite direction to you bullets, A real brain test.

Next its Attack of the Mutant Camels 2. I'm sure all of you remember AMC 1, well this one is the same — but it's been made prettier. Just blast those camels!

Subgame 3 is the 'Activation of the Tridis Base' in which you find yourself astride a mutant came.

The other subgames are Cippy on the run, a paint the walls job and Syncro 2, where you must match things up. There's also a interesting pause mode, which is a small version of *Pysychedelia*, another Minter creation.

Zoids (Martech): This strategy game is based on the Zoids, robot stars of comics and model shops.

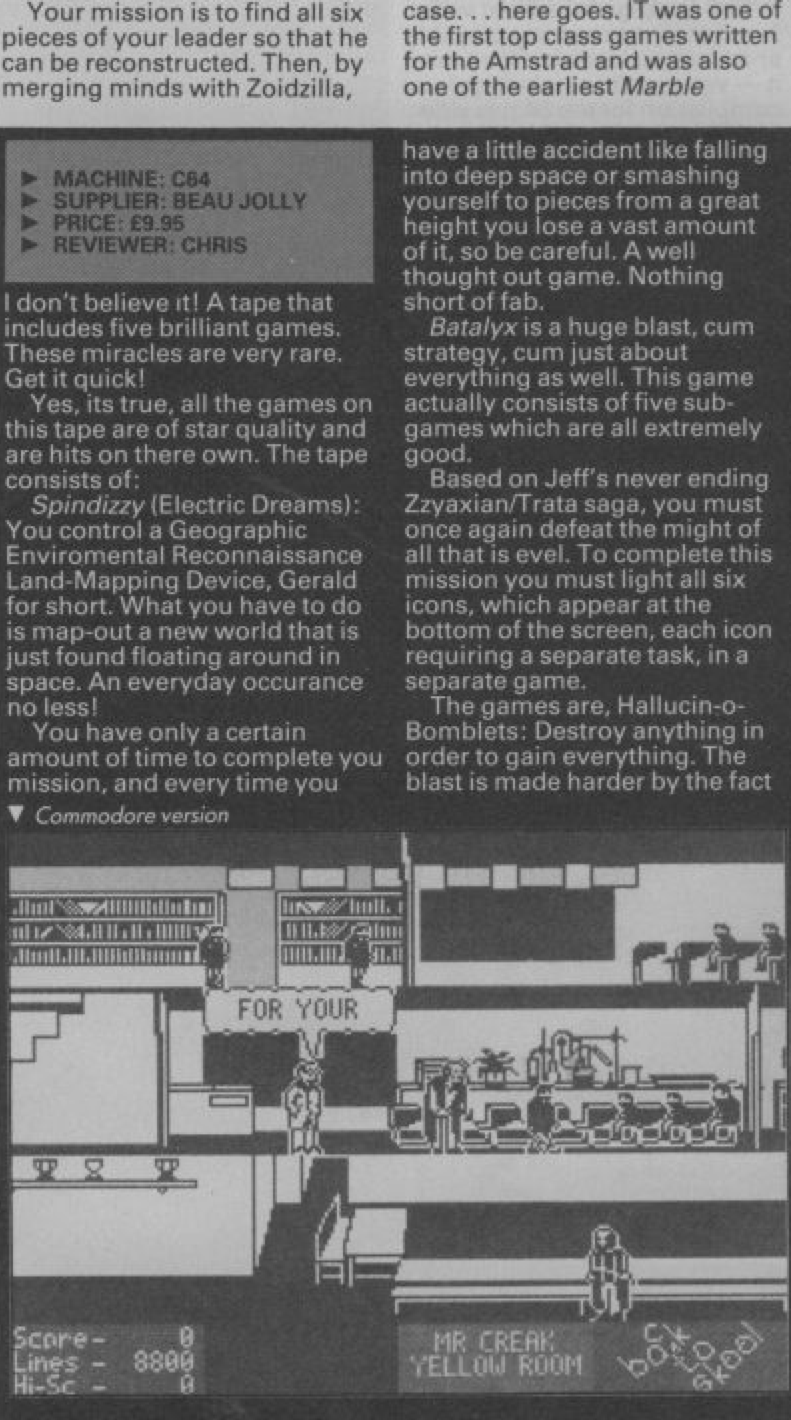
Equinox (Mikrogen): An arcade adventure of great depth and addiction. In *Equinox* you must solve various logical puzzles, fight a horde of nasty aliens, in order to make the complex fit for human inhabitation. A VERY tough game.

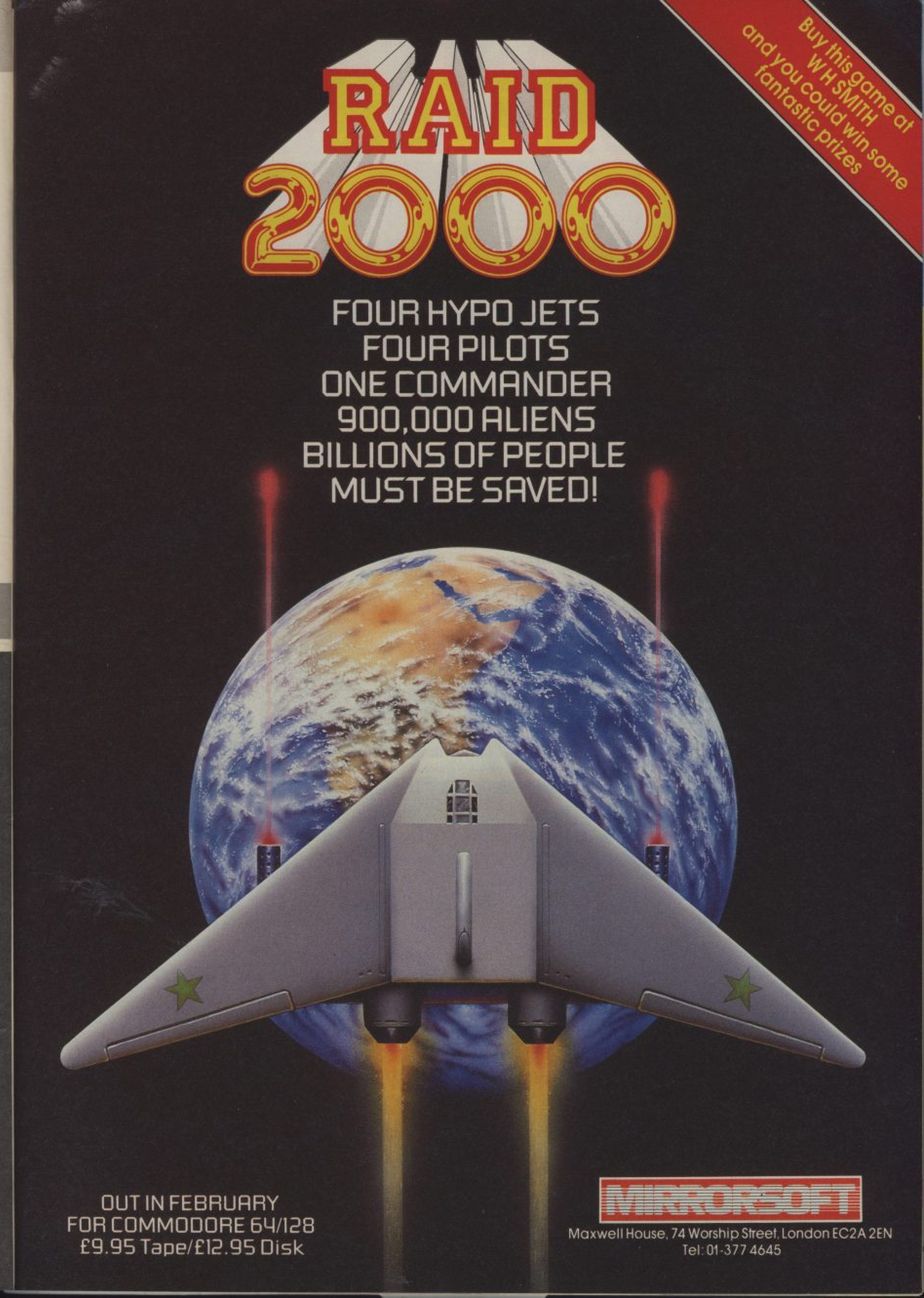
Scarabaeus (Ariolasoft): You must get to the Pharoah's tomb and collect the many treasures. The game is displayed in solid 3D, which is very impressive. Also the sound if amazing realistic, featuring heart beats and your heavy breathing.

- GRAPHICS 9
- SOUND 9
- VALUE 9
- PLAYABILITY 9

C+VG HIT!

▼ Commodore version





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MASTERS OF THE UNIVERSE



▲ *Searching for a sword.*



- ▶ MACHINE: SPECTRUM/C 64/ AMSTRAD
- ▶ SUPPLIER: US GOLD
- ▶ PRICE: £8.99 (SPECTRUM) £9.99 (C64/AMSTRAD) £14.99 (DISKS)
- ▶ VERSION TESTED: SPECTRUM
- ▶ REVIEWER: TIM

He's the original hunk — the most powerful man in Eternia. HE-MAN! The star of small screen cartoons, dodgy plastic models, comics and a million and one other spin-offs finally reaches the computer.

His muscle-bound form takes a bit of hammering on the Spectrum. Not so much a Superman figure — more a Clark Kent. And, oh dear, is this a black box surrounding him to get around the colour clash problems? Yes it is!

First impressions are important — and this could well make you think that the game was going to be generally dodgy. Even the fact that HeMan has acquired a body shield and this could be used to explain the black box surrounding our hero doesn't help much.

But take a deep breath and play the game and you'll find that *Masters of the Universe — In the Ilearth Stone*, is a splendidly colourful platform adventure.

OK, so it may only be another graphically good platforms and ladders game, but it somehow has a real atmosphere.

You are HeMan, battling as usual the evil Skeletor and attempting to destroy the Ilearth stone which grants old skull-face his deadly powers.

The game sets you the task of freeing the little wizard Orko from one of the many stone towers of Castle Greyskull. Only his magic can help you destroy the stone.

But before you free him you must find the correct ingredients for a spell that will turn your Sword of Power into an atom smasher.

To get through the game you have to collect various objects while fighting off Skeletor's clones. Watch out for the shimmering patches scattered around — these give your Sword of Power more power to wipe out your enemies.

When killed some transform into things you need. On the opening screens a clone turns into a plant which you require for the spell.

The game begins outside Castle Grayskull — HeMan has to find a key to the castle and beat off some clones before he can really get down to the task of freeing Orko and getting rid of the stone.

This serves as a training session for the rest of the game — you learn how to control HeMan as he runs, jumps and fights his way through the opening hazards.

Then it's into the castle where the real game starts. Here you come across loads of clones and robot creatures all out to


▲ *Masters of the Universe is good platform game which manages to capture the spirit of the original characters.*

IMPOSSABALL

- ▶ MACHINE: SPECTRUM
- ▶ SUPLIER: HEWSON
- ▶ PRICE: £7.95
- ▶ REVIEWER: TIM

Bouncing ball games seem to be all the rage right now. Quite how they've crept up on us all I don't know — but not to be left out Hewson have come up with *Impossaball* to join the ranks of *Trailblazer, Marble Madness* and the like.

It's from a programmer new to the growing Hewson stable, John Phillips. It's original, it's fast, and it's a whole lot of fun.

The basic idea — like all good ideas — is pretty simple. You control a bouncing ball in a chequered corridor.

You have to knock out cylinders projecting from the floor and the roof of the corridor within a given time limit.

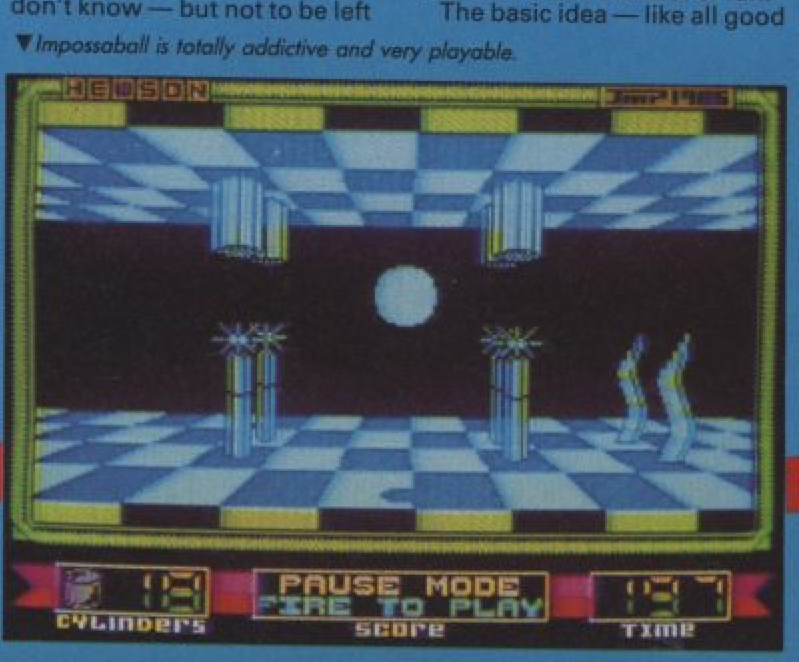
The cylinders are protected by nasty spikey things which are deadly to your ball plus other equally deadly moving thingies which hinder your ball on its mission to boldly bounce where no ball has bounced before.

You can flatten a cylinder — which often come in groups hidden behind each other — by jumping your ball on it.

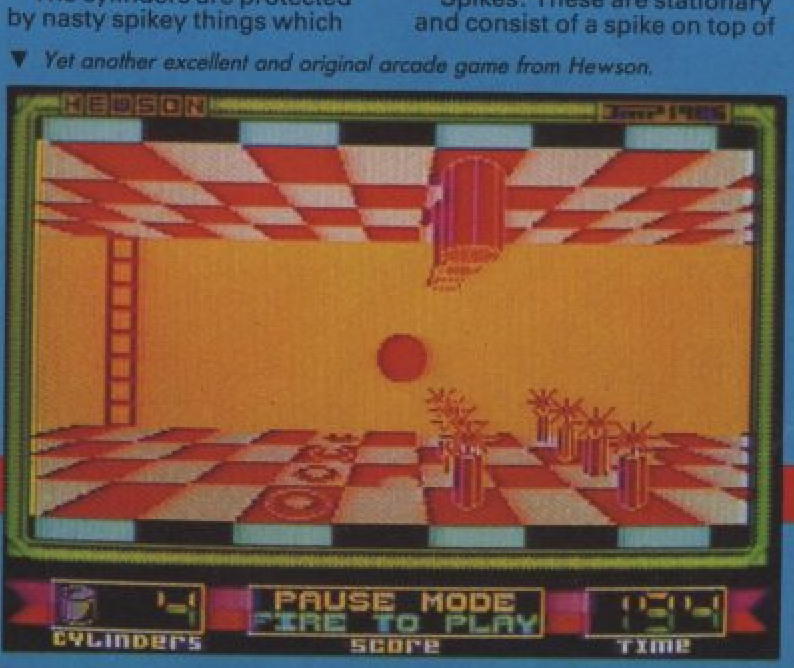
These nasties come in several shapes and forms. Some static some moving.

Spikes: These are stationary and consist of a spike on top of

▼*Impossaball is totally addictive and very playable.*



▼ *Yet another excellent and original arcade game from Hewson.*





▲ *Masters of the Universe is a splendidly colourful platform adventure.*

end your career as the world's toughest character. Just think of all the royalties you'll lose if you let them kill you off.

The castle is packed with platforms, some moving, most static, as well as all those enemies. There are hidden doors to be opened by moving levels and many secrets to be uncovered.

US Gold says that the 64 and Amstrad versions won't suffer from this blemish on the character of HeMan — and they add that the 64 music is pretty spectacular. We'll have to wait and see . . .

Masters of the Universe is a good platform adventure and unlike many other cartoon, movies, book, comic spin-offs actually does manage to capture the spirit of the original characters.

▶ GRAPHICS	8
▶ SOUND	n/a
▶ VALUE	8
▶ PLAYABILITY	8



▲ *Monster — friend or foe?*

a column. The column is safe to touch, but touching the spikes causes instant death.

Plasma Fields: These can be either stationary or moving and will destroy the ball if touched.

Fire Bolts: These appear first on the second corridor and will leap into the air at predictable intervals and again are deadly.

Magic Rings: These appear either on the floor or ceiling. When they are flashing they will give you some extra time if touched. However, they will then stop flashing and become deadly.

At the beginning of each corridor is a start line. The game will not start until you cross this line so you have an opportunity to practice controlling the ball.

Once a level has been finished you then progress to the next level. If the ball is destroyed by contact with a deadly object then you will return to the start of the current level, but any cylinders which were flattened will remain flattened. The game will end if you don't complete a level within the time allowed.

The corridor is depicted as a side-on view in true-pespective 3D. The ball can be moved left or right and in or out of the screen and as it has built in inertia, it will slow down before stopping or changing direction.

If the ball hits a stationary object it will bounce back. However, the front and back walls of the corridor will absorb the force of the ball.

You start the game with four lives, an extra life is awarded for every 5000 points scored.

All that and the little bouncing chap is followed around by a neat shadow that changes perspective as you move.

John has even built in a special keyboard option for left handed players — how thoughtful. Now Paul will actually be able to beat me at something . . .

Impossaball is totally addictive and very playable. A great debut game from Mr Phillips.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	9

C+VG HIT!

KAT TRAP

- ▶ MACHINE: SPECTRUM/ AMSTRAD
- ▶ SUPPLIER: STREETWISE
- ▶ PRICE: £8.95 (TAPE), £14.95 (AMSTRAD DISK)
- ▶ VERSION TESTED: SPECTRUM
- ▶ REVIEWER: TIM

At last Domark prove they can come up with the goods when it comes to arcade games. Their new Streetwise label has a couple of goodies in *Orbix* and *Kat Trap*.

Kat was the result of a "search for a game" competition in *Crash* magazine. The winner was 15-year-old Jonathan Eggelton who had his design coded by a member of the Design Design team, Graham Stafford.

Design Design may have disappointed people with their *Rogue Trooper* offering but *Kat Trap* will help revive their reputation. It's a cute arcade blaster and arcade adventure with a hero MTED, who hopefully will be turning up in other games.

MTED — or Multi Terrain Exploration Droid — is Earth's only hope against the dreaded Kat Man.

MTED has to fight his away across earth's devasted terrain — encountering Kat Men and their horrible minions — in search of the Kat Men's computer which he must disable to rescue the Hercules 1 attack force, captured by the Kat Men.

MTED can pick up an impressive array of weapons to help in his task — these include flamethrowers, grenades, water(?), lasers, electric lances and so on.

But he has to work out which button just operates the grenade firing mechanism, which 'aint a lot of good if you haven't picked up a pile of grenades.

Once MTEd has penetrated the Kat peoples defences — and it's a tough job — he must deal with the Deathgrid, a device set up to protect the computer.

This is a sort of Minter-esque grid game in which you have to fire pulses to short-out electrical energy zapping around the grid. MTED gets just 60 seconds to final 15 electrical charges, otherwise he's doomed.

One irritating feature is that if you die the weapon highlighted switched back to your initial laser gun. If this happens when you are in need of an electric lance to kill Kat Men, then you have to be quick on the select key to stay in business. The joystick interferes with this process too as it can also be used to select weapons. But you



▲ *A fantastic debut for the new Streetwise label.*

kills what — and work it out fast. Those Kat Men are mean machine manglers!

He's also got a neat grenade throwing mechanism in the top of his head which chucks out these deadly missiles as he walks and fires at the same time.

What the instructions don't tell you is that you have to push the joystick to the right when you're walking to fire your laser gun — simply pressing the end up in a tangle if the action is fast and furious.

Graphics are nice, sound is good and the game is very playable — addictive even. Just shows what you can turn up when you let the people that actually play games have a hand in desinging them. But what has John got against cats?

Kat Trap is a sort of futuristic *Green Beret* with a few nice gimmicks added in. It's a winner. Check it out.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9

C+VG HIT!

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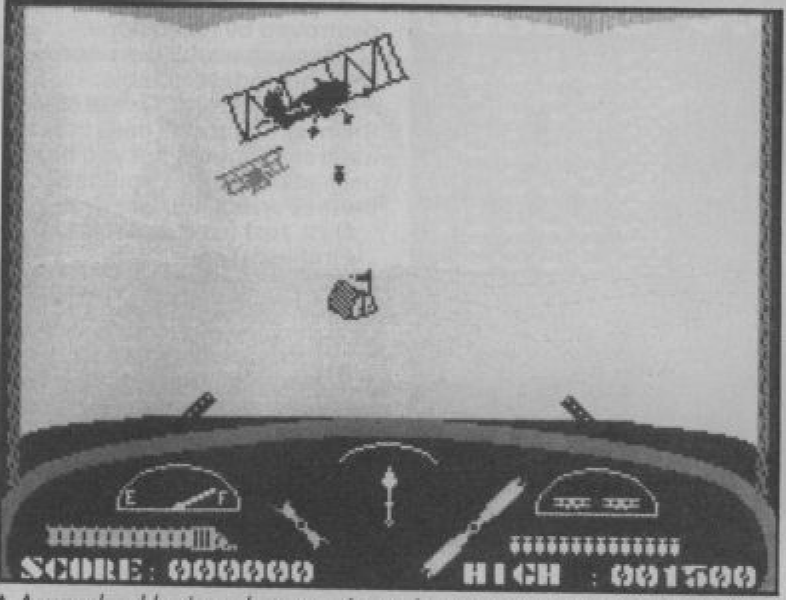
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SCREENS AS SEEN ON COMMODORE 64



▲ *A very playable air combat game that, unfortunately, doesn't have lasting appeal.*

- ▶ MACHINE: SPECTRUM/AMSTRAD
- ▶ SUPPLIER: DURELL
- ▶ PRICE: £9.95
- ▶ VERSION TESTED: SPECTRUM/AMSTRAD
- ▶ REVIEWER: TIM

DEEP STRIKE

No, there's no sign of Arthur Scargill despite the name of this latest offering from Durell. You find yourself flying a World War One bi-plane, riding shotgun to a World War One bomber. Both of you are on a mission to destroy an enemy fuel dump.

Your job is to protect the bomber — you get four of them — from the onslaught of enemy fighters and guide it to its target across enemy held countryside. You also control the bombing end of the bomber and can rain bombs down on gun-emplacements and encampments as you fly toward the target.

The landscape includes pretty accurately represented hills and valleys. You use a compass on your instrument panel to find the way to your target — you must always fly in the direction it is pointing. Stray off target and you run into heavy enemy fire and loads of fighters. You can check your progress by calling up a map. This also pauses the game.

You'll come across barrage balloons. You can shoot them down for extra points — but must avoid them as they'll destroy your bomber as surely as a blast of gunfire.

Enemy fighters come in three types, Red and Black Barons and Blue Maxes. Red planes behave pretty normally, Black Barons have kamikaze pilots and Blue Maxes are sharp shooters.

The screen display shows a pilots-eye-view of the landscape and the bomber you're protecting. It's a good idea to position yourself a little below your companion as a misdirected blast of machine gun fire from your guns can knock him out of the sky as surely as a burst from the enemy planes.

The Spectrum version has pretty useless sound and a tune which gets irritating — and the Amstrad version noises aren't much better.

There are several skill levels and joystick/keyboard options. Plus a high score chart.

You always have to start back at base when you've been shot down or lost all your bombers which is a bit of a pain. and remember to save some bombs for your final target — it's no good getting all the way without anything to blow things up with.

Deep Strike is a playable and different air-combat game. But I reckon that at nearly £10 it's overpriced. Knock a couple of quid off and it would be much better value.

	SPEC	AMS
▶ GRAPHICS	7	7
▶ SOUND	4	5
▶ VALUE	6	6
▶ PLAYABILITY	8	8

▼ *Deep Strike is overpriced at £10, it should have been cheaper.*



X-29 FIGHTER MISSION

- ▶ MACHINE: C64
- ▶ SUPPLIER: MIDAS
- ▶ PRICE: £2.99
- ▶ REVIEWER: TIM

A new name on the game scene, Midas, brings a new graphic style to the flight-sim shoot-'em-up. You may have seen this sort of game before but never with the sort of graphics *Fighter Mission* throws at you.

There are big, filled in jets and helicopters to fire at together with ground installations just asking for a burst of machine gun fire.

Your mission is to take your fighter on a search and destroy mission to the enemy base. The base is protected by a cloaking device generated by becons. You have to destroy 10 of these beacons — tracking them with your on-board computers — in order to destroy to see the base and destroy it.

Hindering you are the aircraft flow by enemy pilots — two sorts of jets and a helicopter.

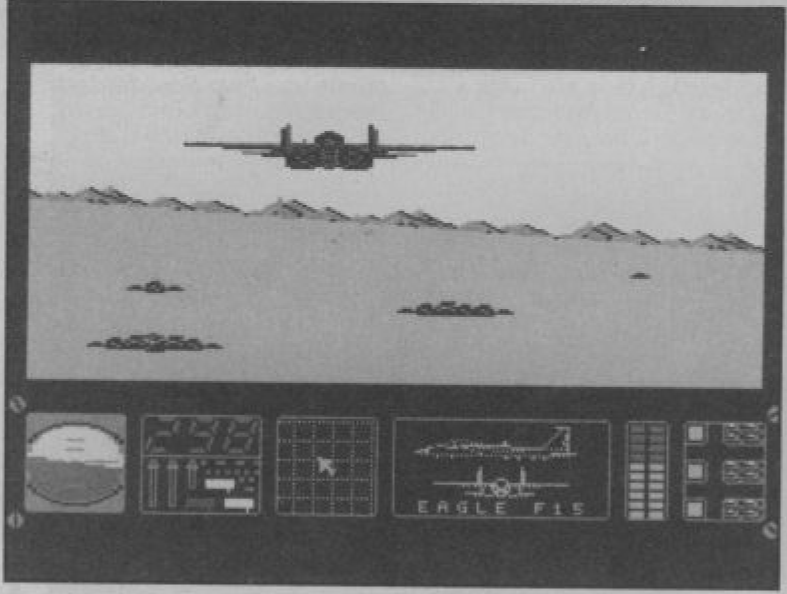
Talking of helicopters — remember the big of equipment that most famous of TV helicopters *Airwolf* has? The computer that allows Stringfellow Hawke to find our just what the latest airborne geezer is trying to shoot him down from. It's a computer that flicks through loads of aircraft plans on a computer screen, before fixing on the one the baddy is flying. Got it? Well you get something similar in this computer jets instrument panel. A nice touch.

Other than that X-29 is a pretty basic flying shoot-'em-up with smooth fast scrolling and good graphics.

The sound leaves a lot to be desired — especially the irritating helicopter sound. And the explosions are a bit wimpish too. Especially as you have to pump the enemy aircraft full of lead before they'll go down! The enemy bases takes a good bit of shooting as well.

You track down the cloaking beacons by using your homing bleeper which ups its tempo once your flying on the right course. The radar doesn't seem to have much use apart from showing you what direction you are flying.

The enemy jets fire rockets at you which you can dodge or attempt to shoot down.



▲ *It's the solid graphics that make X-29 different.*

Damage to your aircraft is registered by the three on-board computers.

A few direct hits will knock one of these out. Once they've all be knocked out it's time to say goodnight Irene . . .

You get three skill levels, selected via the joystick and the aircraft controls are extremely simple — just right/left/up/down. No messing about with the keyboard here!

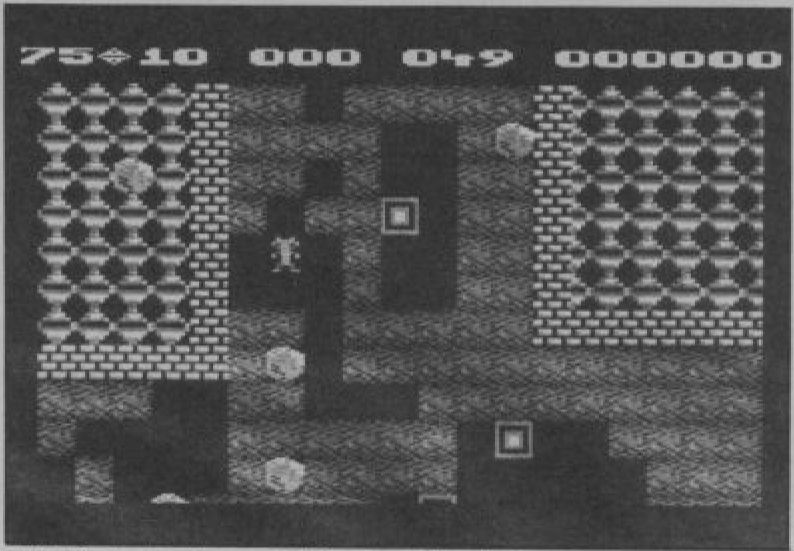
You've seen it all before — but if you can live with the naff sound you may well enjoy a couple of flights with X-29. Just don't expect it to have lasting appeal. *Strike Force Harrier* this 'ain't!

The solid graphics are the thing that make this game — reminds me a bit of the old Tymac jet fighter shoot-'em-up. The helicopters are particularly nice — despite the jerky animation.

At £2.99 X-29 is pretty good value — and Midas could be a company to watch.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	8
▶ PLAYABILITY	7

C+VG 13 REVIEWS



▲ *Rockford returns in a new D.I.Y. version of Boulderdash.*

BOULDERDASH CONSTRUCTION KIT

- ▶ MACHINES: C64/128
- ▶ SUPPLIER: DATABYTE
- ▶ PRICE: £14.95 (disk) £9.95 (tape)
- ▶ REVIEWER: CHRIS

Boulderdash fans are in for a real treat! Databyte have produced the *Boulderdash Construction Kit* (BCK) which allows you to create your OWN screens of never ending playability!

BCK allows you to edit or create you own *Boulderdash* mazes. You can build one of your own or edit one that already exits. You can create fiendishly difficult ones for your mum, dad and friends or simple ones for people like the Ed. (*Watch it! Ed*)

To make your own screens, you select an icon from the menu displayed at the side of screen. The menu consists of the following:

Boulders: Boulders fall when unsupported and will crush poor little Rockford if his standing underneath.

Diamonds: The object of the game. For those who don't know, you have to collect a specified amount of diamonds from each screen and then escape through the flashing exit.

Enchanted Wall: One of the new features. When hit by a falling object, this wall will transfer boulders into jewels when the hit it. Be careful though, as it works the opposite way as well.

Wall: Pretty obvius. Can be destroyed by explosions.

Titanium wall: Like a normal wall, but indestructable.

Extra Rockford: This is one of the new features. These little idols can't move, but you must protect them from boulders, fireflies and butterflies.

Dirt: Just used as a filler.

Fireflies: These nasty creatures will kill you on contact, and are good for guarding jewels. However, they move in a predictable fashion.

Butterflies: These guys will kill you, but they can be turned into jewels by explosions, pressure of amoeba.

Amoeba: This stuff lives on dirt and will crawl around the screen. If it makes contact with butterflies, it will turn them into jewels. Beware, it can also block your path as you can't go through it and will turn into boulders if it reaches the 200 mark.

Slime: Acts like a permiable wall. Will let boulders and jewel pass through it, but nothing else.

Hidden Exit Door: Looks like a wall, very sneaky.

Entrances and Exits: The places that Rockford appears and escapes from on each screen.

Once you've created your screen, you may save if for later use. To make up an entire game you need to design 16 screens/intermissions and then save them as a sequence. Just follow the simple on screen instructions.

For those of you who don't wish to construct their own screens (Why did you buy it?!) there's 16 screens already on disk, so you can start playing straight away. Good fun and definitely good value.



▲ *Good value if you're a Boulderdash fan.*

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	10

C+VG HIT!

SIGMA SEVEN

- ▶ MACHINE: C64
- ▶ SUPPLIER: DURREL
- ▶ PRICE: £8.95
- ▶ REVIEWER: CHRIS

Sigma Seven is a shoot 'em up, with a bit of puzzling thrown in. But there's something wrong. I usually like this type of game, but I don't like this one.

It start's off looking like *Zaxxon*, a classic game and a personal favourite of mine, but after six or seven goes, there's nothing new, nothing exciting, nothing original.

The game starts off with impressive graphic detail of your launch site, and being the only impressive bit, Durrel used it for the loading screen as well. The game goes considerably down hill from then on.

As soon as your fighter launches, you come under attack from other ships, which must be kamikaze pilots as they shoot, they try to crash into you. There not very good at it, so I'd say it was their first time. Think about it!

Having passed this section with great ease, I moved on to section two which was a factory.

Inside this factory was a maze of flashing blobs which you collected by running over them. Some are fixed to the ground and play an important task on the next level, but lets take care of this one first.

While moving around the 3D maze in your funny looking car, you are tracked by robots who look like small green coloured ice-cream wafers. You can destroy these robots by hitting the fire button/key and sending an electro beam directly in their micro-chips. Nasty!

This screen should keep you busy for another two goes, but eventually you'll crack it. Which leads to the third phase.

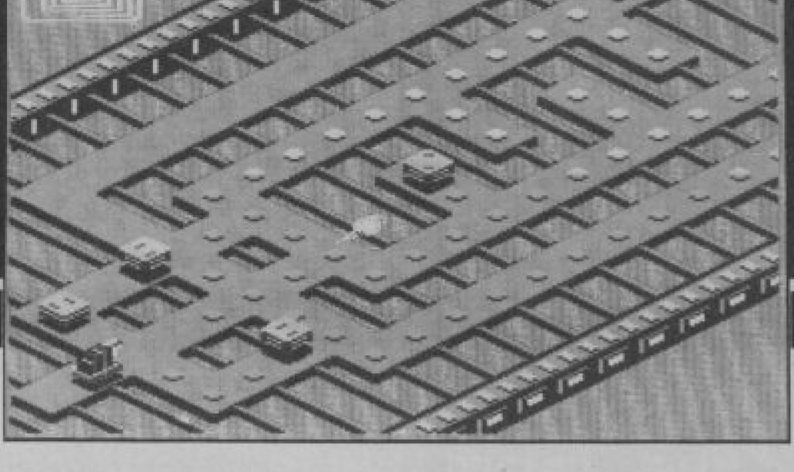
The third phase displays a 3D grid, which has some flashing squares on it. You must, within the time limit, press in the correct pattern of lights.

How do I know the correct pattern I hear you cry. Well, the pattern is the same as the fixed dots on phase two, so just punch in that. What do you mean you don't remember. Tough!

After this, you restart the game but at a more difficult level. You must complete all three sections seven times in order to win, but I think we'll have to wait a bit for somebne to do that.

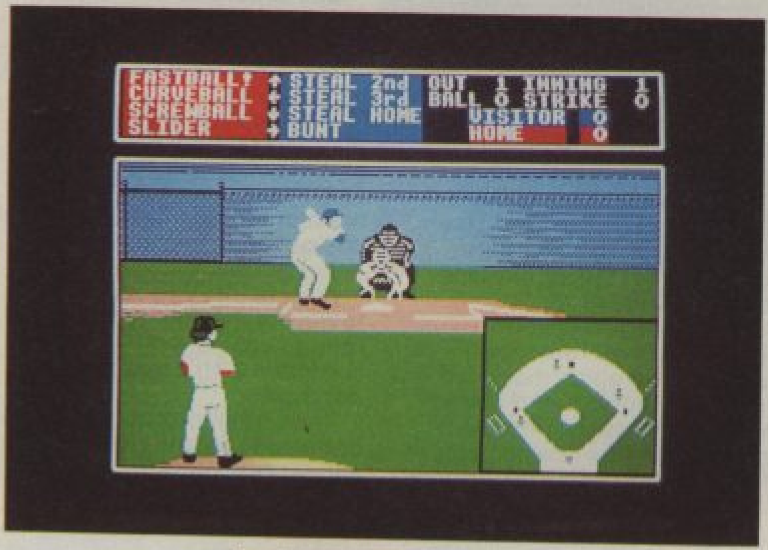
Overall, this game is not original enough to stand in my selection, and the gameplay gets amazingly boring after a while.

If someone does complete it, I think they deserve a medal for their staying power.



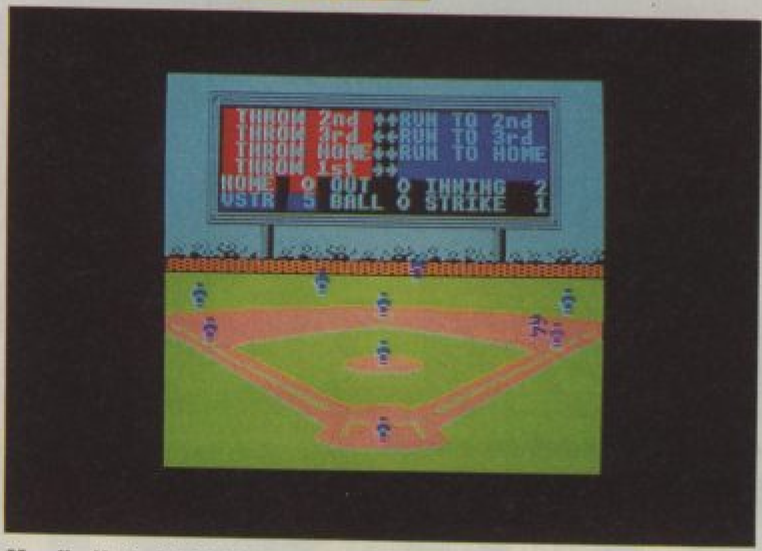
▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	5
▶ PLAYABILITY	3

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CVG/2

ARTIC FOX

- MACHINE: C64/128
- SUPPLIER: ARIOLASOFT/ ELECTRONIC ARTS
- PRICE: £14.95 (disk) £9.95 (tape)
- REVIEWER: TIM

Battlezone meets *Mercenary* in this sequel to Ariola's biggest hit to date, *Skyfox*. Don't expect the fast action of either game though. *Articfox* is much more of a strategic game despite the odd bit of zapping you get involved with.

You find yourself in charge of Articfox — an armoured and beweaponed polar terrain attack vehicle. Your mission is to wipe out the alien infestation within the artic circle.

Apparently these aliens have set up atmospheric reprocessing plants which are turning the atmosphere into something they like to breath — but is deadly to humans. They've established a fortress behind a force field — but you have miraculously beamed through the field in your Articfox alien-buster and have to set about finding the alien HQ in order to — you've guessed it! — blow the thing to smithereens.

It isn't easy. The aliens have loads of tanks — heavy and light — aircraft, rocket launchers, floating mines — the list goes on. Articfox is armed with rockets and shells and mines — but the supply is, or course, limited.

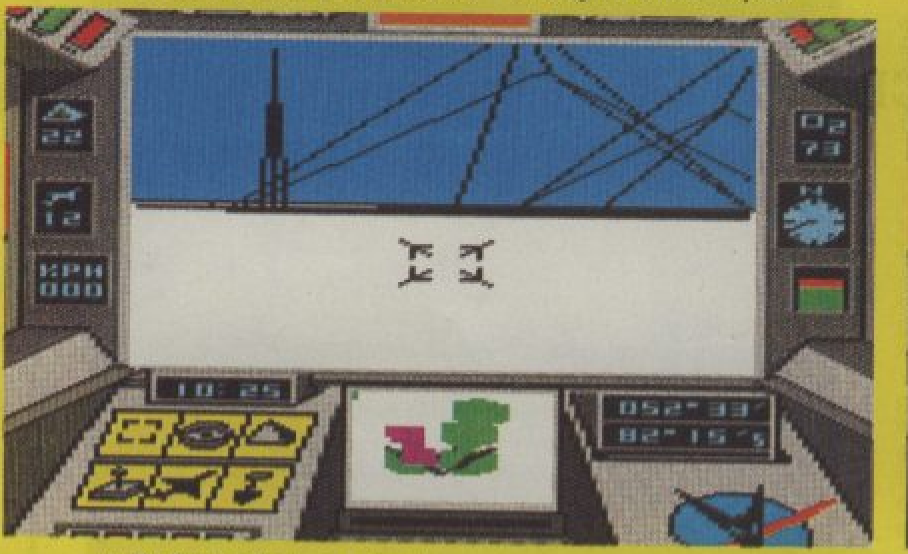
Your instrumentation includes a neat rear view screen, a scrolling map, and various other bits and peices which come in useful as your play the game but when you first start you won't be bothered with!

Shells behave normally when you fire them. Rockets can be guided by joystick to the target which adds another dimension to the game.

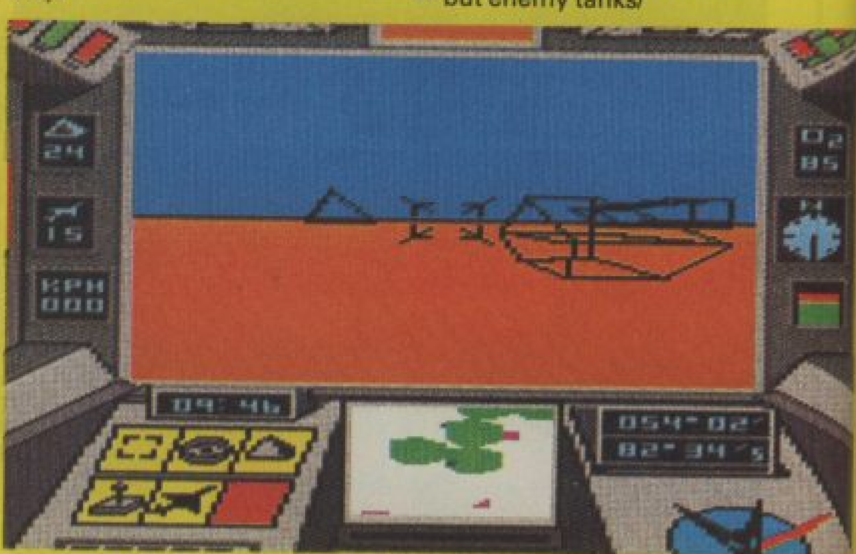
There are several levels to play at. Training, Beginners and, the real test, Tournament. Training is like a briefing session for the mission in which you get used to controlling Articfox.

Prior to this you can call up a review of the enemy forces ranged against you — pictures complete with a text description.

The screen display is a mix of Battlezone vector graphics and solids. The ground/sky are solid — but enemy tanks/



▲ *The fox sneaks up on a target ...*



▲ *Hey that tank is really heavy. Get it!*

SHAO LIN'S RO

- MACHINES: SPECTRUM/ AMSTRAD/64
- SUPPLIER: THE EDGE
- PRICE: £7.95 (SPECTRUM) £9.95 (C64/AMSTRAD
- VERSION tested: SPECTRUM
- REVIEWER: TIM

Could this be the best martial arts game yet for the Spectrum? I reckon it has a great chance of taking the title. This conversion of Konami's follow up to their coin-op hit, *Yie Ar Kung Fu* is fast and lots of fun to play.

The Edge have done a pretty good job here — it's a shame we didn't see the game in time to tell you about it before Christmas.

You take on the role of Lee, the same martial artist yo found in *Yie Ar* all those months ago. He's mastered the arts of kicking punching, leaping and gouging now — and has moved on to using fearful weapons.

His main aim in life is to escape from the temple and head for freedom. His opponents are the triads — led by some fearsome characters who use knives or breath fire and are generally out for Lee's blood.

The action takes place over *Scooby Do* style platforms. Enemies patrol these platforms and appear from doors. Your job is simply to kick and punch your way through the several levels of the game.

Knock out several of the menial enemies and release a ball of energy — catch it and Lee will be equipped with one of several mystical weapons. Weapons like fire-balls, part of a Black and Decker saw!, a vicious whirling ball and chain to name but a few.

This power lasts for a short while and Lee must make the best of it to progress to the next level.

Each level is also guarded by a character with extra special powers who is much more difficult to defeat than the regular opponents. You have to learn the various and best ways of dealing with these characters. Most need to be hit more than once — some require Lee to use one of the special weapons he acquires during the game.

Bonus points are awarded for punching out flying jars and things that look like flying saucers, but can't be I suppose.

If you line up a flying jar in front of some approaching enemies you can take them all out with one well aimed kick and score mega points.

At the top of the screen you'll



installations/hills are drawn in vector style. You can actually drive your Articfox up and over some hills — and fog descends when you reach higher ground!

It's a good idea to check out the hills as you may find a radar station or rocket emplacement on top of it.

Watch out for the enemy jets — they bomb you mercilessly. Use the radar map to check out your progress and to get early warning of enemy attacks from the air and on the ground. and watch out for crevasses. These are just about the only thing Articfox can't cope with.

If you find yourself under sustained attack you can always "dig in". That means hiding in a hole in the snow, stupid! But there's no guarantee the alien attackers will go away . . .

At the end of each sesion you get a status report on your mission. It tells you what you destroyed, how much ammo you used doing it and a percentage success rating.

Initially I found *Articfox* very slow. But it's one of those games that creeps up and grabs you without you noticing. I found myself sneaking back to the Commodore for just one more crack at those aliens. I found it more playable that *Skyfox* in fact.

Sound is extremeley limited. Just whooshes and explosions. but this doesn't detract from the overall atmosphere.

Don't expect fast and furious action. But DO expect to enjoy playing the game!

► GRAPHICS	8
► SOUND	7
► VALUE	7
► PLAYABILITY	8

OAD

see your score plus a fall-o-meter. You get three falls for each life.

The platforms scroll a bit to the left and right — the scrolling is a bit jerky — but as you really don't need to move to the sides of the screen too often this doesn't really take anything away from the game. Succeed in completing a level and Lee lifts his arms above his head and shouts "Guts!" in a little speech bubble.

The characters are big and well animated — although the graphics look nothing like the screen shots on the packaging. Why? Because The Edge have been sneaky and printed pictures of the arcade machine.

Can't wait to see if the C64 and Amstrad versions match up to this Spectrum game.

► GRAPHICS	8
► SOUND	7
► VALUE	8
► PLAYABILITY	9



▲ *It's hopalong Lee, master of the country dance!*

LEGEND OF KAGE

- ► MACHINE: SPECTRUM, C64/128, AMSTRAD
- ► SUPPLIER: IMAGINE
- ► PRICE: £7.95 (SPEC) £8.95/£12.95 (C64/128) £8.95/£14.95 (AMSTRAD)
- ► VERSION TESTED: C64/128
- ► REVIEWER: TIM

Martial arts mania lives on — and Imagine have come up with yet another ninja game in the shape of this conversion of a Taito coin-op. I must confess I've never come across this in the arcades.

Legend is a mixture of *Yie Ar King Fu* and *Kung Fu Master*. It's a scrolling "quest" through forests and castles.

Kage is the name of the hero who has to rescue the kidnapped princess (yawn).

He has to fight his way through regiments of ninja's wizards, sword masters and female boxers.

To progress from stage to stage you must kill of a set number of opponents. To escape the first forest section. Kage has to kill the Red Wizard in order to get through to the next stage. To make the Red Wizard appear he must wipe out four Blue Wizards, to make the Blue Wizards appear he must kill four Red Ninjas — and so on.

Kage can perform amazing ninja leaps — just like in the martial arts movies. He can hide in trees and jump overs his attackers firing deadly stars. As well as the stars Kage has his trusty sword to beat off the Dragon Lord's minions.

It's a sort of king-fu shoot 'em up really. There's no *Fist* type kicking and punching ivolved here.

The scrolling is smooth — but the animation of the characters is simply naff. Kage and the rest of the people he comes across look as if they are hopping about on one leg. Too much saki the night before perhaps.

The joystick response is a bit alow too — I often found myself furiously trying to duck a flying star or swing my sword and nothing happened. Tried the game with two different sticks as well.

Music and sound effects aren't really up to scratch for the 64 either. A tinny little tune at the beginning and a few dodgy spot effects. Could this game have been rushed out for Christmas and not finished properly?

Having said all that the game is pretty playable. There's lots of action to be had.

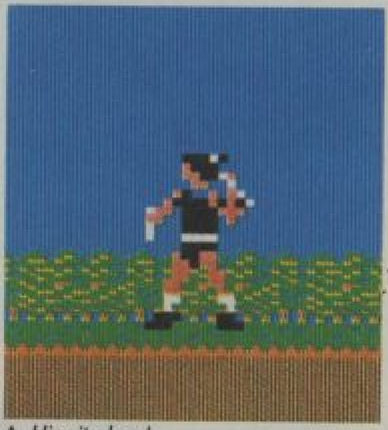
A couple of hints — watch out for the "prayer wheel" a flashing object hidden away in the branches of trees. Collect it without being killed and it acts like a smart bomb — wiping out attackers in your immediate vicinity for a short time.

And beware the Red Ninja's who don't fall down after one hit. They are tough cookies. Score bonus points by picking up the little chain things which appear when you hit them though. . . .

Wizards breath fire — kill them from a distance with your stars after they've sent a withering flame at you.

Does it have that all important lastability factor? Not really, my guess is that once you've rescued the princess you won't be coming back for a second try.

► GRAPHICS	7
► SOUND	6
► VALUE	7
► PLAYABILITY	7



▲ *Hippity-hop!*



▲ *He's mean and moody — but he does walk funny . . .*

ANNALS OF ROME

- ▶ MACHINE: SPECTRUM, AMSTRAD, CBM 64, ATARI, IBM
- ▶ SUPPLIER: PSS
- ▶ PRICE: £12.95

The ancient world believed that every city had its gods watching over its fortunes, and surely no city ever had better gods than Rome. From 273 BC, when it had no more than shaky control of Italy, the Roman republic expanded into a mighty empire, the last vestige of which, the city of Constantinople, finally fell in 1453 AD, 1,726 years later.

The best way to describe the single player's role in this exciting and unusual game is that of the city's gods, overseeing its fortunes.

The known world of ancient times is shown as a map centred on the Mediterranean and split into 28 separate areas, each with its own population and possibly a ruling power controlling it.

Moves are of variable length, depending on how much is happening, but average at about eight a century. The player must control the careers of the senators of Rome, deciding which to assign to which task of protecting and expanding the city's rule.

This is not a case of separate battles but out of ten or 20 year struggles in which great leaders rise to prominence, grow old, and retire or die in battle.

New threats appear on the frontier or ambitious legates rise in revolt.

Books and epics could be written about this game. Over such a timespan individual effort shrinks to nothing, and it is the city itself which becomes the game's only hero.

This is an excellent game for the strategist, and could easily be used to teach the basics of political theory — but it is not fast.

The play of even three or four moves takes about two hours, with the computer cycling between provinces to determine the consequences of your decisions.

It is realistic in the sense that most rulers spent a lot of time looking at the map and worrying, but it can get very dull.

The game has no actual end-point, the player decides when to stop if the empire has fallen and he sees no future in continuing.

The game has also two drawbacks when it comes to actual play. The instruction booklet, while giving a general outline of the game, does not actually explain which keys to press and what the symbols on the screen mean, and the player must work this out for himself.

Don't be put off by the artwork on the box, which shows the ugliest Roman I have ever seen.



- ▶ GRAPHICS 7
- ▶ REALISM 9
- ▶ PLAYABILITY 5
- ▶ VALUE 8

LEGIONS OF DEATH

- ▶ MACHINE: CBM 64
- ▶ SUPPLIER: LOTHLORIEN
- ▶ PRICE: £9.95

How many of you have ever heard of the First Punic War? Well, go and buy the game and find out.

In 264 BC Roman forces crossed into Sicily in their first attempt at expansion.

They were opposed by the strongest power in the western Mediterranean, the city of Carthage in North Africa, with its trading links and client cities in Sicily, Sardinia and Corsica.

Carthage was a naval power with more experience of sea warfare, but the Romans had more money to buy ships with, and after a bitter struggle won the war by capturing enough of the Carthaginian and neutral cities and establishing superiority at sea.

It was a hard-fought war which could have stopped the power of Rome before it had really begun to exist.

Sea warfare was as much a matter of economics as tactics. Tribute had to be collected and used to build war galeys.

These were mighty ramming vessels crewed by rowers, from the bireme with two banks of oars up to the quinquerme and even larger ships.

This can be a two-player game, or the player can take the Carthaginians against the computer with the Romans — who are aggressive.

Once built, ships are given orders and manoeuvered through the Mediterranean defending or attempting to capture ports.

If enemy ships are met they must be outmanoeuvered by plotting courses for the attack, shown as a rather fine graphic display.

It's more difficult than it looks — I spent most of my first game trying to stop my own ships colliding.

The player decides the victory conditions, in terms of gold accumulated in the capital, ports captured and enemy ships sunk.

The catch is that these conditions are the same for both sides, so can't be made too easy.

The game is driven by a set of icons which after a little practice become second-nature.

Legions of Death takes a while to set up and starts slowly, but once first contact is made it becomes really engrossing.

Just one small point — why did they pick a title like that for a naval game without a single legion in it?

- ▶ GRAPHICS 8
- ▶ REALISM 8
- ▶ PLAYABILITY 8
- ▶ VALUE 8

GALLIPOLI

- ▶ MACHINE: SPECTRUM
- ▶ SUPPLIER: CCS
- ▶ PRICE: £9.95

The Gallipoli campaign was something fine in theory which failed in practice. The same is true of this game, although I'm glad someone has looked at the First World War, which has a lot of variety in it.

By early 1915 there was deadlock on the Western Front, so a British amphibious landing was made on the Gallipoli peninusula, which guarded the capital of Germany's ally Turkey.

The idea was to force the Turks out of the war and open up a supply route through to Britain's ally Russia.

Unfortunately the Turks were far better fighters than anyone had expected, and ground conditions at Gallipoli were every bit as bad as anywhere on the Western Front.

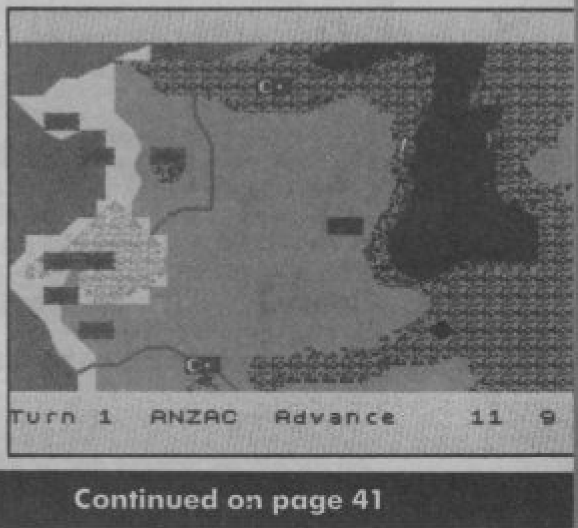
Unfortunately, whereas the real campaign taxed the abilities of even the best commanders the game has been made quite simply too easy for the British to win.

This is traceable to a king-sized historical blunder in the briefing booklet, "there was little artillery and this did not play a decisive part in the fighting". Exactly the opposite is true.

The Turks and Allies fought so hard over the incredibly rough and difficult terrain of the heights because it was these that provided artillery observation. With this condition gone, all the Allies have to do is come down off the plateau and outflank the Turks through the far easier plains to the south of ANZAC Cove.

Yes, you've got the idea. You put all your forces together into one massive pile, break through a Turkish unit, come down into the plains and steam roller round into the rear and capture their supply dump, which is the basic victory condition. Although CCS don't often put out bad wargames I'm afraid this is a rare exception.

- ▶ GRAPHICS 6
- ▶ REALISM 2
- ▶ PLAYABILITY 5
- ▶ VALUE [illegible]



Continued on page 41


POLICE
©1986 JERRY PARIS.
HERE, IN 23RD CENTURY LONDON, CRIME IS AT AN ALL TIME HIGH... WITH A POPULATION OF AROUND 40 MILLION THE CAPITAL HAS BECOME A BREEDING GROUND FOR CORRUPTION.
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LMP
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TOUR OF DUTY STARTS NEXT MONTH...

EUROPE ABLAZE

- MACHINE: CBM 64
- SUPPLIER: SOFTWARE PLUS/ STRATEGIC STUDIES GROUP
- PRICE: £34.95

The Strategic Studies Group (Roger Keating, Ian Trout and now Eric Baker) from Australia have now, after two previously successful strategy games, taken on the problem of air combat in Europe in the Second World War.

The program offers three basic scenarios, the Battle of Britain, the British-led bomber offensive of 1943, and the American-led day offensive a year later, plus the now usual scenario-building package.

You can take Bomber Command in 1943 and cope with a commander in chief who just doesn't understand as well as allies who won't co-operate.

Or you can become Hermann Goering in 1940 and plan the doctrine which will force Fighter Command to waste its aircraft against you.

In theory up to twelve people can play using one computer, but a fairly high level of knowledge of the actual events is assumed, and this is not a game for the beginner.

The commander in chief can only set basic doctrine — what kind of targets should be hit, priority.

All he can then do is watch the screen for the day-by-day battle, with the option of changing doctrine every 24-hours.

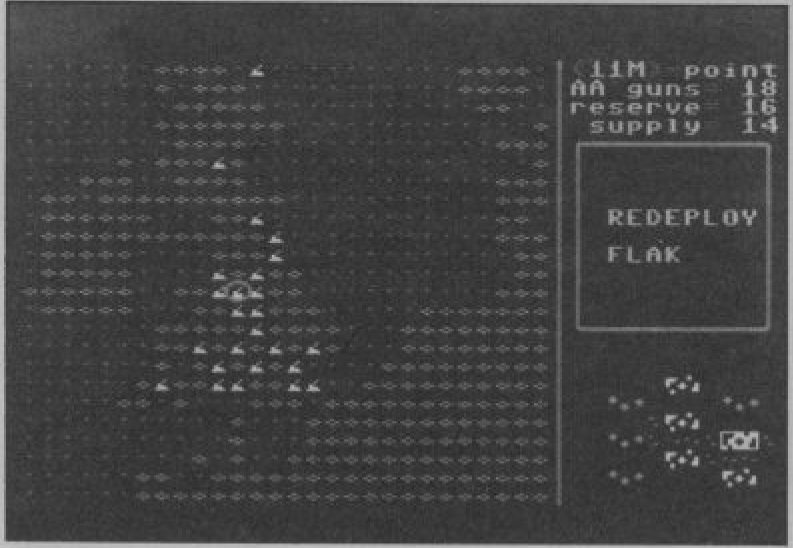
Unless the commander asks he is not even told which targets his force has attacked, and he is never told the condition of his subordinate formations.

The subordinate commander, on the other hand, has too much to do in each of his 12-hour moves. He must organise reconnaissance flights, select diversionary targets, check up on his own squadrons and those of his allies and plot the fight-paths of the main raids.

This level of complication reaches a high point when commanding the British defences in the Battle of Britain.

With the game running in five-minute (game time) segments the group commander has to control ALL the intercepting forces himself.

Even with one player acting as both commander and one subordinate — which gives the most interesting game — it takes more than an hour to play through a game "day".



Altogether, trying to play this way seems to reach the point of diminishing returns when it is better to switch off the computer and use a pencil and map instead.

GRAPHICS	4
REALISM	8
PLAYABILITY	6
VALUE	7

GERMANY 85

- MACHINE: CBM 64
- SUPPLIER: TRANSATLANTIC SIMULATIONS: US GOLD
- PRICE: £9.95 cassette/£14.95 disk

For those of you wondering how a game with a title like this got to be a new releae in 1986, the simple answer is that it wasn't! It was written in 1983 by Roger Keating, now with the Australians of the Strategic Studies Group.

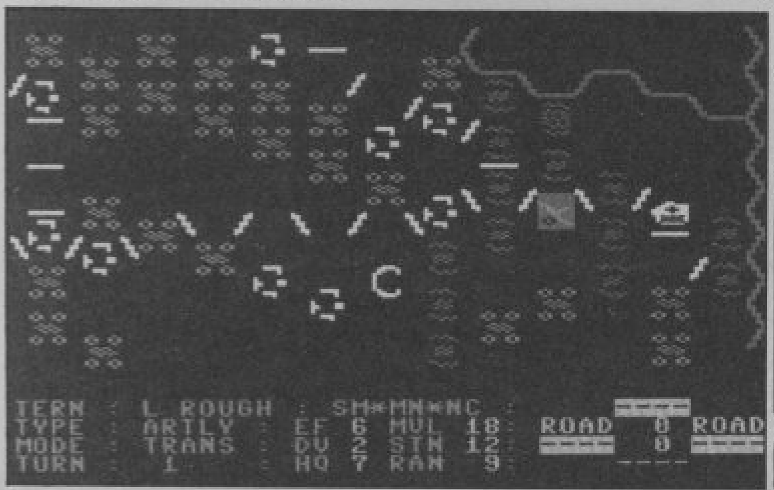
Germany 1985 is a corps-sized action between American and Soviet forces, with no air cover. It is similar in construction to SSG's *Battlefront*, with many of the same strengths and weaknesses.

First among the weaknesses are the graphics, which are very poor indeed. The battle map is basic black, scrolls with a ripple effect like water in a pond, and the symbols on it are more or less incomprehensible.

If you can cope with this the game is not a bad one. The player has no particular viewpoint, he simply directs individual battalions like chess pieces against the computer, which always takes the Soviet side.

Germany 1985 is a game mechanism in search of a context, and the SSG have moved on a lot since it first appeared.

GRAPHICS	3
REALISM	3
PLAYABILITY	5
VALUE	5



DESTROYER

- MACHINE: CBM 64
- SUPPLIER: EPYX/US GOLD
- PRICE: £14.95

Old admirals all agree that their best command was their first destroyer. The US Navy's Fletcher Class destroyers did thirty-six knots flat out and were used for submarine hunting, patrol and escort duties and anything else needing speed and nerve in every theatre of World War Two.

It is a mark of the destroyer's versitility that this program offers seven different scenarios.

The player moves between the action screens — with beautifully drawn graphics — for the bridge, observation deck, sonar, radar, depth charges in the stern, torpedos amidships, anti-aircraft batteries and main guns, depending on the threat.

The seven scenarios are Subhunt, seeking out and destroying the enemy; Screen, protecting your carriers from aircraft; Scout, checking for enemy patrols; Bombardment, provide covering fire for a marine landing; Blockade runner, beat enemy forces to get supplies through; Convoy Escort, lead a slow merchant convoy; Rescue, recover a shot down pilot.

But running through the choices it soon becomes apparent that this *Destroyer* is just a shoot-'em-up arcade game in disguise. On anti-aircraft duty, for example, the object is simply to use the guns to bring down every aircraft in the sky.

The scenario I was most looking forward to was the submarine hunt, but unfortunately when detected these submarines do better than 40 knots underwater and dive happlity below 700 feet (9 knots and 300 feet is realistic) while the sonar gives no depth readings at all.

Also, the graphics are small compensation for the lack of routine signals. I found myself being repeatedly sunk by running into islands and enemy ships which nothing, including my own view from the bridge, had mentioned were actually there.

The appeal of this game comes down to the speed with which the player can cycle between the action screens.

At least, if there was ever a real case of a destroyer on escort duty being attacked simultaneously by aircraft, submarines, a surface raider and shore batteries I haven't heard of it.

This is a fast, lively game with good graphics, but I had been hoping for something more.

C+VG HIT!

GRAPHICS	9
REALISM	6
PLAYABILITY	7
VALUE	7

REPEL THE DOPPELGANGER WORLD OF ANTI-MATTER
IN THIS NEW BLOCKBUSTER FROM DENTON DESIGNS



Two worlds – the mirror image of each other, touch in space through a Time-Warp.

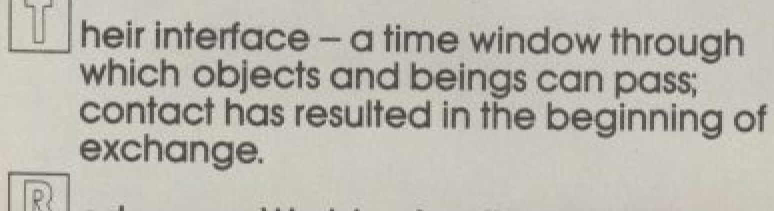
One is positive, good, familiar – our World; the other is negative, evil yet unnervingly familiar.

Their interface – a time window through which objects and beings can pass; contact has resulted in the beginning of exchange.

Restore our World – stop the invasion, but do it now, for as the exchange accelerates, the time window grows larger – domination is a hand!

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▲ *Darts*

INDOOR SPORTS

- ► MACHINE: COMMODORE 64/ SPECTRUM/AMSTRAD
- ► SUPPLIER: ADVANCE/ MINDSCAPE
- ► PRICE: £8.95 (C64/SPECTRUM), £9.95 (AMSTRAD)
- ► VERSION TESTED: C64
- ► REVIEWER: LESLY

Here's a game for all those people who are always saying "I am going to take up some kind of sport — tomorrow!" Being one of these people myself, I couldn't believe my luck when *Indoor Sports* landed on my desk. The answer to my prayers. I can play Darts, Air-Hockey and Ten-pin bowling without leaving the comfort of my armchair.

I have an obsession for Ten-pin bowling, so I settled down to read the manual.

You have to decide on the weight of your ball and the alley slickness — rather the computer will decide on the slickness for you. It changes every time, so keep an eye on your ball's weight and adjust accordingly.

After lining up for the first shot, I had to decide where on the alley I wanted my ball to land once I had taken my swing. Fixing the curve on the ball, I approached the foul line and let go — wow, look at that ball curve and . . . yesss! A strike!

This is great, no problem at all. Until the next shot. Obviously it was only beginner's luck, because after that it was down hill all the way — or I should say down the gutter!!

After each shot you will see your bowler's face light up at the top of the screen and from his facial expression you can tell what kind of shot you threw. At the bottom of the screen you will notice a frame by frame tally of the score.

Set in what looks like a typical darts room in any pub, Darts is a game you can either play by yourself or with one other player. Before starting the game you have to decide whether you want to have a "Double On" or "Double Off" — this means either throwing a double to start or to finish.

Your next choice is the game length, 301, 501 or 701 — you will also have a game timer counting against you.

When you start the game, your first screen is a close-up of the dart board. This is where you have to take your aim — by moving the joystick to the right or left — and then make your choice of angle and decide how much power should be behind the throw.

And so onto Air-Hockey, which I am told has been voted number one game in American bars. Once again you have a choice as to the number of players, skill level, alternate sides and overall game speed.

While I was playing against one of the guys in the office, we discovered that if you are the opponent on the far side of the table and just sit in front of the goal there is no way a shot can go past you, whereas if the other player tries this, the shots go flying past into goal.

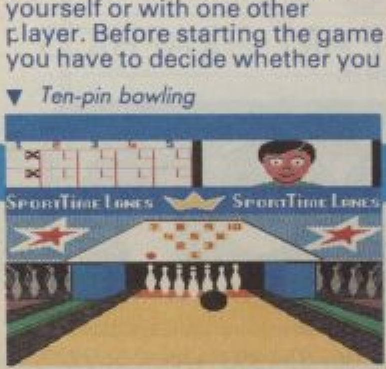
Is this a bug, or have the programmers got their perspectives wrong? All in all it was a fast moving game. Just make sure you have your best joystick handy.

On the Amstrad and Spectrum versions of *Indoor Sports* you will find a fourth game — namely *Superstar Ping Pong*. The game will not be included on the Commodore version as it has already been released by US Gold. Read last month's issue to hear our reviewer's comments.

Indoor Sports is not in the same league as *Summer and Winter Games*, but, you will probably find yourself coming back to it, when you get tired of your arcade games.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	8

▼ *Ten-pin bowling*



▼ *Ten-pin bowling*



AMERICA'S CUP CHALLENGE

- ► MACHINE: CBM 64/AMSTRAD
- ► SUPPLIER: US GOLD
- ► PRICE: £9.99 (CASSETTE)/£14.99 (DISK)
- ► VERSION TESTED: CBM 64
- ► REVIEWER: PAUL

There are probably few more stimulating or exhilarating expriences than standing before the mast of a multi-million pound yacht as it zips through the sea.

Sadly, *America's Cup Challenge* did not convey any of that excitement for me. All you get are tiny little boats that would look more at home on the park's boating pond than in the raging seas off Australia. Perhaps I'm being a little unfair. I'm sure there are some people who'll get great pleasure controlling the yacht's direction, selecting sails and winching sails up and down. Not me, I'm afraid.

In the US the game is called Arnie's America's Cup Challenge. Who's Arnie? Apparently, he's a skipper of one of the American boats attempting to restore honour by winning the cup back. A quick read of the copious notes which arrived with the game failed to uncover any other reference to this mysterious chap.

The blurb I received with the game also included an "armchair guide to the America's Cup". This I found more interesting than the game itself. It's most enlightening on spreaders, goosenecks, coaming and the coffee grinder (no, it's not something used to prepare a drink for the crew).

Now to the simulation. One or two players can take part with three levels of play — amateur, club race and America's Cup. Racing conditions are set by the computer.

All your options for sailing are controlled from the joystick-helm, sail selection and winching. It's then off to try and sail the course aiming for marker buoys, keeping an eye on the clock, boat speed, compass, and, of course, the opposition.

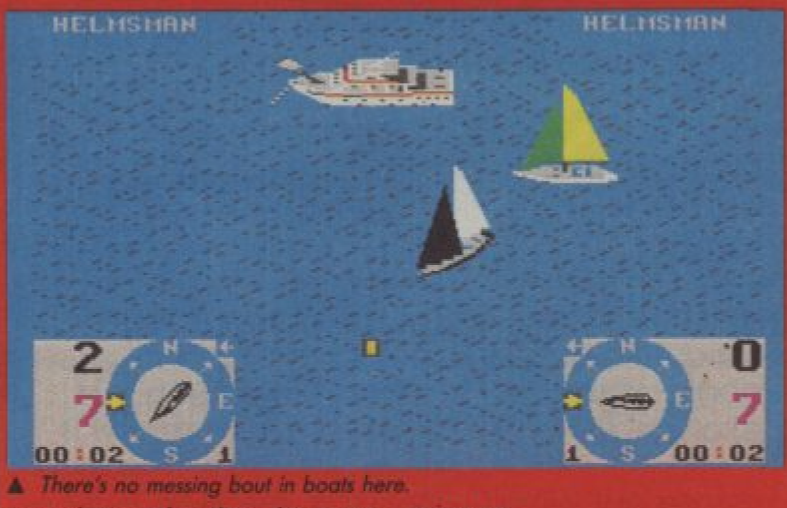
If the two yatchs become too far away from each other, the screen splits. Messages about changing conditions are also flashed up ont the screen.

It's a good idea to watch the demonstration mode of the game to get an idea of what's going on.

So if you're into the intricate details of sailing yatchts then *America's Cup Challenge* could be of interest to you. But if you're just into messing about in boats, forget it.



▲ *Definitely a game for those who are interested in a very realistic simulation.*



▲ *There's no messing bout in boats here.*

► GRAPHICS	6
► SOUND	6
► VALUE	7
► PLAYABILITY	6

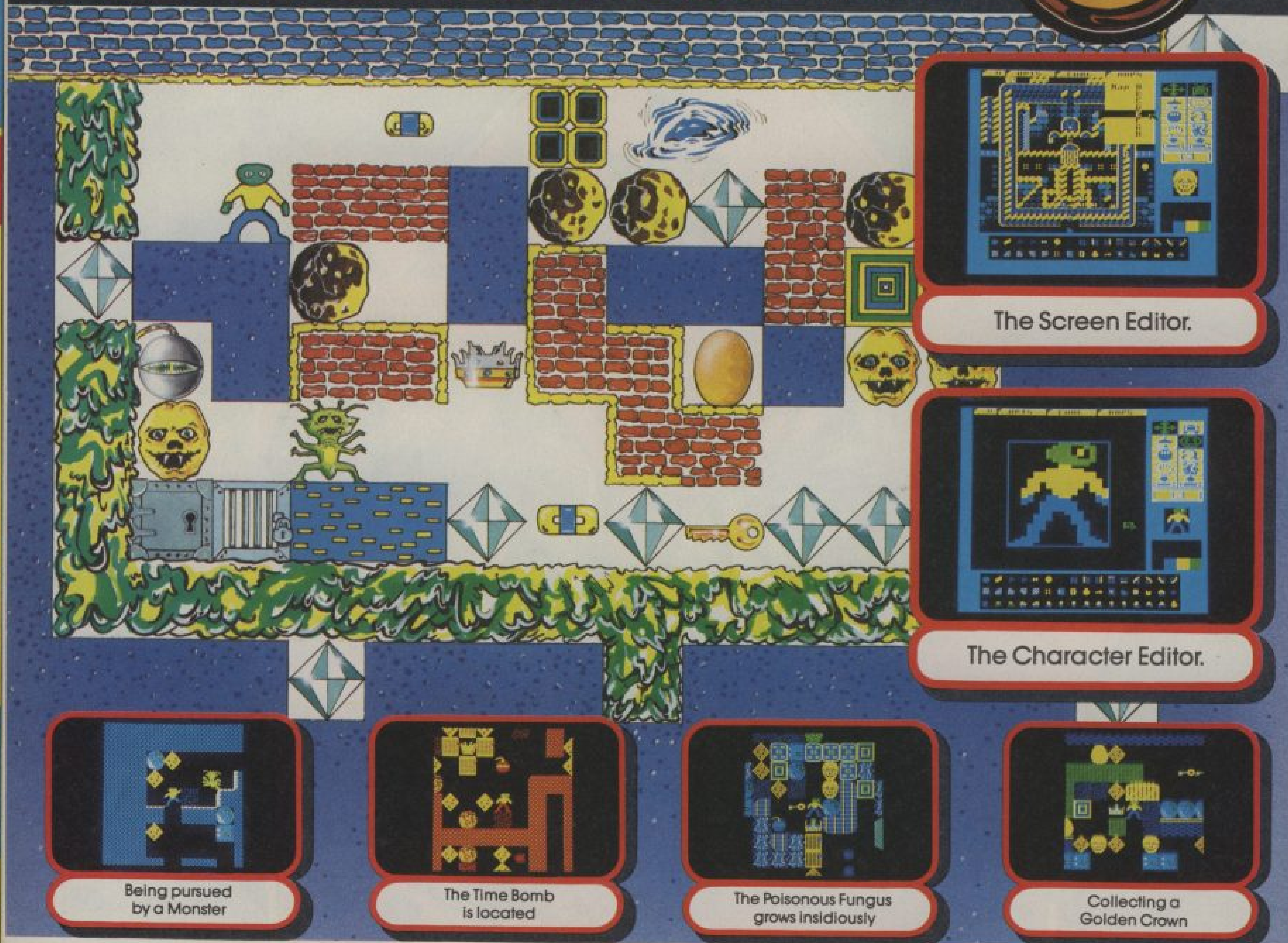


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REPTON 3

THE ULTIMATE CHALLENGE



The Screen Editor.

The Character Editor.

Being pursued by a Monster

The Time Bomb is located

The Poisonous Fungus grows insidiously

Collecting a Golden Crown

Are you ready for the ultimate challenge?

Our original Repton game was immediately acclaimed as a refreshingly new concept: a game requiring dexterity to complete its arcade-style elements, and clear logical thinking to solve its strategic puzzles. Repton involves retrieving treasure from cleverly-constructed traps of falling rocks whilst avoiding the fearsome monsters and haunting spirits. "This is an astounding game reaching new heights in BBC arcade adventures," enthused the Micro User magazine.

Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a creeping poisonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. **Can YOU complete Repton 3?**

PRIZE COMPETITION

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The screen pictures above show the BBC Micro version of Repton 3.

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CAVERNS OF ERIBAN

- MACHINE: ATARI
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- REVIEWER: HAKAN

After seeing *War Hawk* I thought Firebird would be doing some great games. But what a letdown *Caverns of Eriban* is.

The graphics are crude, there is no tune and the sound is naffer than naff.

All you have to do is to fly some crummy old spaceship around the caverns and that's it.

Well if you like a good old shoot-'em-up then give this a miss. As a matter of fact, if you like any type of game then, I can assure you, you'll hate this.

If you have friends who keep on coming to your house just to play your games then buy this it will kill them of boredom.

If I'm to play this again it will be with a bucket beside, for me to be sick in.

GRAPHICS	5
SOUND	2
VALUE	2
PLAYABILITY	1

PHANTOMAS

- MACHINES: SPECTRUM
- SUPPLIER: CODE MASTERS
- PRICE: £1.99
- REVIEWER: BRIAN

Code Masters must be using some sort of games designer program for their Spectrum games. The similarities between *Phantomas* and *Vampire* are many.

The graphics are similar in style. Clouds in both programs are identaical.

The gameplay in both is very similar. Even the way the energy levels are represented are the same and the rate of descents are identical.

You play the part of *Phantomas* who comes from a far away galaxy. His only abilities are to rob and plunder wherever he goes.

As *Phantomas* you must find the hidden treasure in the millionaire's mansion.

To do this you must travel to the planet Earth-Gemma and search out the mansion using helicopters and planes.

When you arrive at the mansion you must always be on the look out for trouble which includes boulders that chase you!

To help you in parts of the game there are riddles on the game cover.

This is a good game but it is too much like *Vampire*. Let's hope they can find a new set of graphics to use in the next Spectrum release.

GRAPHICS	6
SOUND	3
VALUE	5
PLAYABILITY	6

ZUB

- MACHINES: SPECTRUM 48/128
- SUPPLIER: MASTERTRONIC MAD
- PRICE: £2.99
- REVIEWER: BRIAN

This is one of the most frustrating games that I have EVER played. You could have travelled up fifteen platforms when along comes a security droid and you get knocked back to where you started from or quite a few platforms down at least.

It does not take long to get back up, but no sooner are you back up there when the same thing happens again, and again . . .

The idea of the game is to travel from Zub 1 to Zub 10. steal the green eyeball of Zub and return with it to Zub 1.

To travel between Zubs 1 to 10 you have to negotiate the tricky platform climbing stage.

At the top you can use the teleport system which is a bit out of date. Each planet has three teleporters so you may end up travel back a bit.

This may not be the best to come from Binary Design — 180 is their best to date — but it is well worth buying.

GRAPHICS	7
SOUND	N/A
VALUE	7
PLAYABILITY	7

SURVIVORS

- MACHINES: SPECTRUM
- SUPPLIER: ATLANTIS
- PRICE: £1.99
- REVIEWER: BRIAN

1986 is going to be remembered for two things. Firstly is the enormous amount of arcade conversions coming out for home computers. Secondly, and the most important, the amount of budget software that is being released.

Budget titles account for over half of the sales of software. This is yet another of them but it's one of the worst.

Your mission is to rescue almost a thousand survivors from a hibernation dome, damaged in the recent nuclear war. To help you on your way you are provided with three different droids to control.

To hinder you on the mission are MK1 Guardian Droids which cause a serious loss of power on contact. If one droid eats the wrong earth, boulders can fall and prevent further progress.

Sound is needed in this game — even only spot effects.

Movement is jerky and the graphics are very simple.

GRAPHICS	4
SOUND	N/A
VALUE	4
PLAYABILITY	5

VAMPIRE

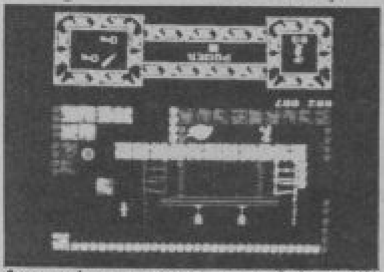
- MACHINES: SPECTRUM
- SUPPLIER: CODE MASTERS
- PRICE: £1.99
- REVIEWER: BRIAN

I would recommend this title just for the loading screen! The game itself is just above average by today's standards.

You play the part of Brok a space warrior. Your task is to search earth in the year 2987 to find and destroy Count Dracula. To succeed in this task you have to find three keys to open doors, a list of key objects which enable him to progress through the labyrinth.

When you find Count Dracula you must have three special items with you. These are a stake, hammer and a cross.

The graphics have been well thought out and take it away



from the average run of the mill arcade adventures. Sound is limited to spot effects and a eerie piece of music on the title screen.

The cassette inlay includes a clue packed poem which gives pointers to items required in the game.

Vampire is a slightly above average arcade adventure. Check it out before you buy.

GRAPHICS	7
SOUND	4
VALUE	7
PLAYABILITY	7

PRO GOLF

- MACHINES: SPECTRUM 48/128
- SUPPLIER: ATLANTIS
- PRICE: £1.99
- REVIEWER: BRIAN

If you're getting bored waiting for the release of *Leaderboard* on the Spectrum, then Atlantis have produced something to chase the boredom away. Will I be wasting my money, I hear you ask! Most certainly not I reply.

There are two courses in the game which can be loaded from either side of the tape. These give you a real challenge to undertake especially if you fancy playing a round of golf in America without paying the air fare. The two included are Sunningdale (England) and Pebble Beach (U.S.A).

Up to four people can play at any one time. If a championship match is chosen, you play four rounds against seventeen other players which four can be controlled via the keyboard.

A cup is presented to the winner after the fourth round, but in the event of a tie the computer will decide a play-off. A save game option is available after each hole, and after each round you are able to change all the conditions that you want.

If you are not ready for a long game then a single round or practice option is available. four players can still join in the single round. In practice you are able to choose any hole and the conditions that you need the practice on.

This must be the best game to come from Atlantis, especially withthe fabulous title screen music.

The only thing I dislike is not having a Pitching Wedge in amongst the selection of clubs. I'm off for another round!

GRAPHICS	8
SOUND	8
VALUE	10
PLAYABILITY	8

KINGS KEEP

- MACHINES: SPECTRUM
- SUPPLIER: FIREBIRD
- PRICE: £1.99
- REVIEWER: BRIAN

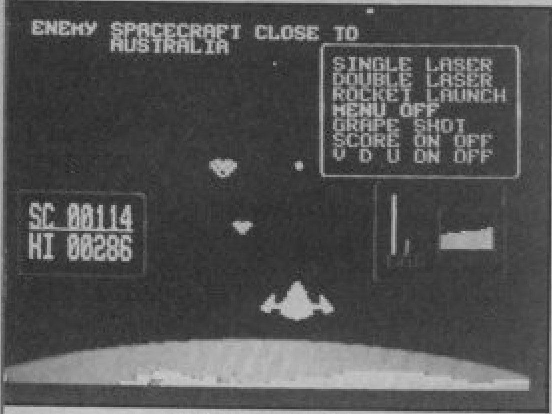
This game will keep all *Spellbound* lovers happy. It has the same sort of menu operating system as *Spellbound*. This means that the only difficulty in the game is making the tricky moves that are needed at times.

The graphics are average and the attribute problem is kept to a minimum. The movement of your character is very fast and can cause a few problems when a delicate move is required.

If you do try to enter one the game comes to a sudden end. The playing area does not seem to be all that big. Certainly a must for *Spellbound* fans, but otherwise just an average game.

GRAPHICS	5
SOUND	3
VALUE	5
PLAYABILITY	6

C+VG REVIEWS 20 SHORTS



DEFCOM

- MACHINE: SPECTRUM/C64/ AMSTRAD
- SUPPLIER: QUICKSILVA
- PRICE: £8.95
- VERSION TESTED: SPECTRUM
- REVIEWER: TIM

This is one of those games that probably started with a programmer coming up with a nice routine and then trying to build an entire game around it. In this case the routine is the nicely animated space ships which zoom in and out of the screen at great speed. Trouble is the rest of the game just doesn't match up to the promise of the graphics.

The game is based around an alien take-over of Uncle Ronnie's current favourite toy — the so called *Star Wars* defence system. The aliens are using the system to attack earth — turning the atom weapons on suddenly defenceless cities. Your job is to take off in your second hand space ship and defeat the aliens by attacking their ships and blowing up the possessed defence satellites.You can earn different weapons by blasting aliens. The weapons have silly names and the only really useful ones are the Blaster which can be used to zap the offencing satellites and the Dyno Ray which knocks out any bombs which the satellites drop on an unsuspecting Earth.

It's not too difficult to get weapons — apart from the Blaster which requires 144 hits to obtain. This process is essentially tedious as the shoot 'em up skill required to kill off the aliens seems simply to be the ability to stay awake for the duration.

You also have to "turn-on" windows containing your score and the essential VDU message readouts. Quite why they aren't there to start with is a mystery as you need to see the messages and score. Playing the game with them turned off just leaves a pretty empty screen full of the nicely zooming space craft.

You are supposed to navigate yourself around above the earth — represented by a crude revolving "half-moon" shape at the bottom of the screen. But as you don't get any rael impression of movement — there are no stars — you have to rely on the map to discover where you are. This is called up from the menu — which you keep having to call up in order to change weapons. This holds up the action terribly.

Defcom, from Binary Design, the people who brought you the disappointing *Max Headroom* game, is dull and uninspired. It wouldn't be much of a bargain at a budget price — but at £8.95, it's something of a rip-off.

GRAPHICS	6
SOUND	4
VALUE	3
PLAYABILITY	3



GLIDER RIDER

- MACHINE: C64
- SUPPLIER: QUICKSILVA
- PRICE: £9.95
- REVIEWER: CHRIS

Glider Rider is *Quicksilva's* latest but unfortunatly-not greatest release. The game is terrible in all respects except sound.

Gilder Rider is not the sort of game that your average Commodore owner likes to spend their hard earned on. The game is slow, graphically minute, and almost completely colourless.

The plot of the game is good. Destroy ten mini power stations and rendezvous with an awaiting submarine. Real James Bond style stuff. But when you play, the only Bondish bit is the fact that your motor-bike turns into a hang-glider.

Yes, using very tricky manoeuvre, you can change your bike into a glider which floats around the screens. That is until it gets hit by a really blocky laser, the kind you used to see on ZX81 games.

You have nine grenades with you, which you must use to destroy the reactors. As there are ten of these you must obviously collect more ammo from the somewhere on the island.

After several hours play (four in all), I didn't discover anything new about the game. It didn't pull me in or even slightly excite me. The game is a no no.

The only good thing was the music, which kept pounding away. It seems a shame to waste such a good soundtrack on such a naff game.

The main display is the island. An island apparently made entirely of plastic so it's not detectable by radar. I've read some silly plots in my time, but this one. . . .

You drive your bike around various hills, roads and forests, passing by lasers which greet you by putting yet another hole in your head. too many holes and you die, ending up as a bacon flavour crisp.

One thing that gets me is you can only throw grenades from the glider, making the power stations almost impossible to hit. Would it not be simpler and more realistic if you could throw them whilst on the bike?

When you finish the game, you connect your bike engine to the glider and sail away. Ha! You show me someone who can do that in about 20 minutes, let alone 20 seconds.

A rather poor game if ever I saw one. I thought it was going to be good after reading the plot, but was disappointed. Don't make the same mistake.

GRAPHICS	6
SOUND	9
VALUE	6
PLAYABILITY	5

THEY CALL ME TROOPER

- MACHINE: SPECTRUM 128
- SUPPLIER: CRL
- PRICE: £9.95
- REVIEWER: TIM

This is one of the few new games written exclusively for the Spectrum 128. But don't get too excited. This sprawling arcade adventure won't be making 48K machine owners jealous. In fact they might be glad that they stuck with their regular machine.

Trooper takes an absolute age to load and when it's done you end up wondering why you bothered to take the time anyway. It doesn't appear to take advantage of the 128's extra capabilities — not even the superior sound.

Here's a quick look at the plot. You play the part of the one they call trooper. Your mission is to escape the planet where earth politicians captured by treacherous aliens, have been transformed into killers by a nasty bit of alien machinery.

You have to find a way off the planet by battling your way across it, finding useful objects along the way and dabbling in a bit of unarmed combat as well.

If you've seen *Asterix* you'll remember how a little window appears when you encounter a Roman soldier and you have to indulge in a bit of *Fist* type punching and kicking.

This is what happens here except the whole screen changes and presents you with an enlarged view of your trooper and his opponent. If you're in two player mode you take a fighter each.

Once you've KO'd the enemy it's back to exploring the planet.

But climbing isn't easy despite the instructions which tell you that by simply moving against a low stone you'll be able to climb it. I couldn't make it happen.

You can pick up things like a gun, rope — useful for climbing higher cliffs — and stones to build steps.

Graphics are crude and tiny — apart from the "close-up" fight screens. And sound — well, I can't recall actually hearing any.

Trooper isn't a game that will make you want to rush out and get a 128 for. Save your cash and get hold of CRL's *Academy* — it shows they are capable of MUCH better things.

GRAPHICS	5
SOUND	4
VALUE	3
PLAYABILITY	3

ATARI SMASH HITS 6

- MACHINE: ATARI
- SUPPLIER: ENGLISH SOFTWARE
- PRICE: £9.95 (tape) £14.95 (disk)
- REVIEWER: HAKAN

Now, you may be forgiven for thinking that it wasn't long ago you saw *Smash Hits 5* which was brill. Number six isn't quite so hot.

You get four games — two English ones and two American. They are *Drelbs, Fort Apocalypse, Electraglide* and *Time Slip* The idea of *Drelbs* is to travel around a grid making squares to trip Trollaboars.

Fort Apocalypse looks a bit like *Airwolf* and *Blue Thunder*.

Elektraglide is a fast paced racing game with lots of wierdness and a neat soundtrack. The graphics are excellent and it's fun to play.

The final game, *Timeslip*, is the best of the four in my opinion.

GRAPHICS	8
SOUND	7
VALUE	7
PLAYABILITY	8

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- MACHINE: C64
- SUPPLIER: IMAGINE
- PRICE: £8.99
- REVIEWER: TIM

TERRA CRESTA

Like *Xevious,* reviewed below, *Terra Cresta* is a coin-op classic. Imagine has gone back to the vaults, dusted the cobwebs and dragged it on to the 64 — and a pretty good job they've done too.

It's addictive, fast moving and extremely difficult — just what every shoot 'em addict wants from a game.

If you're never seen this arcade game in the flesh then you won't know that the object of the game is to orbit a planet, blasting away at nasty alien attackers and collecting extra bits of your ship, the Terra Cresta. These extra parts give you extra firepower and can be flown in formation to enable you to complete more difficult stages of the game.

It's this "Transformer" style gimmick which makes this shoot 'em up different from the vast selection currently available to the square-eyed zappers out there.

The extra parts of your ship are stores in numbered silos on the planet surface. Aliens will do anything and everything to stop you collecting the bits of your ship.

They fire all kinds of missiles at you. Most of them are homing missiles — so you have to use the superior manoeuvrability of the Cresta to outwit the missiles, rockets and flying mines.

You can move up, and down left and right as the screen scrolls — sometimes — horizontally. Try to shoot everything early enough to give you a chance to dock safely with the extra bits of your ship which appear slowly from the silos once you've blasted them.

At first you are limited to a mere double shot laser. Pick up the second craft and you've doubled your firepower — and so on. Watch those suckers blow!

Being able to duck and weave and fire at the same time is the key to success in *Terra Cresta*. Learn the waves — the aliens come at you in the same formation time after time. And watch out for the deadly flying Jammy-Dodgers — they can be irritatingly lethal

At the end of each orbit you'll come across a deadly robot which must be destroyed.

Generally you'll need all the bits of your ship to get rid of this mechanical foe. You'll definitely need all the bits to wipe out the third and most deadly robot of all.

Code-master Dave Collier and his graphics man Steve Wahid have produced a classy coin-op conversion which is enhanced by Martin Galway's nifty soundtrack.

I didn't like the long start-up sequence. It seems to take forever before you get down to the serious business of blasting.

Terra Cresta is one of Imagine's better offerings — it's a challenging zapper which will please even the most demanding joystick jockey. Watch out for it.

GRAPHICS	8
SOUND	8
VALUE	9
PLAYABILITY	9

C+VG HIT!

- MACHINES: SPECTRUM/C/64
- SUPPLIER: U.S. GOLD
- PRICE: £7.95 (spec) £9.95 (C64)
- REVIEWER: TIM

XEVIOUS

What better way to finish off the year of the arcade conversion than with a real classic like *Xevious*? Well, U.S. Gold reckons it is anyway. I, for one, can't disagree with them!

The original coin-op appeared way back in the mists of time — but the game hasn't dated. You won't find any cobwebs on this shoot 'em up. It's been converted by the underated Probe Software team — who are also working on other arcade conversions for Activision as reported in our news section last issue.

If this is anything to go by, we're in for a few treats in the New Year.

Xevious is a pretty basic, horizontally scrolling zapper. You fly your space fighter over a landscape of trees, lakes and built up areas in search of your goal — the alien mothership.

On the way you'll encounter hoardes of intelligent alien attackers in many different shapes and forms.

There are also ground emplacements to deal with. These fire at you — but you're armed with bombs which you can use to blitz these buildings and the odd alien tank using the roadways which you overfly during your mission.

The scrolling is pretty smooth — and the graphics are generally black on one colour, but pretty detailed for all that.

You can generally dodge alien fire because their bullets move pretty slowly, but watch out for clusters of bullets — these can really catch you out.

Also try to shoot the alien craft as far up the screen as you can this gives you more time to bomb the ground installations which send up those bomb clusters. And don't get trapped in the corners of the screen. That's old advice for experienced zappers like you — but it's still usefull.

And watch out for the awesome flying mirrors! They are real killers.

Commodore graphics are a bit confusing to follow at first. The choice of colours isn't that great. But you do get the enhanced sounds of course.

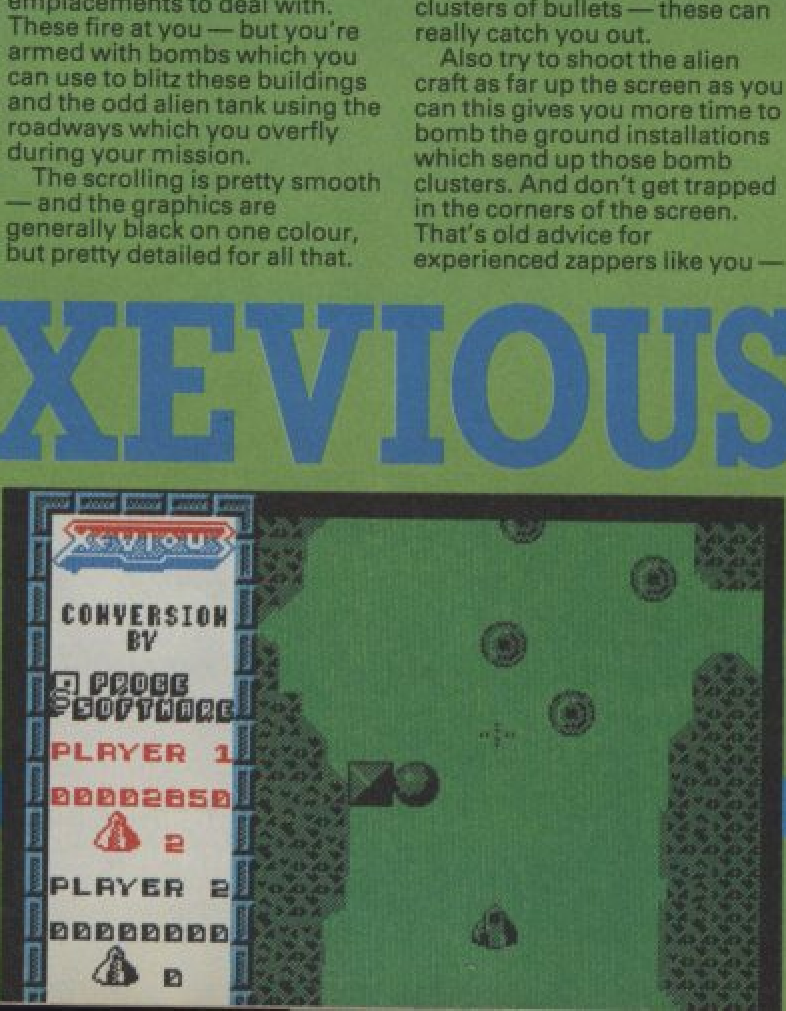
There are 32 different kinds of alien ship and no wave is the same, 16 levels, four skill ratings and bonus screens — just like the arcade original.

There is a two player option plus a nice high score chart. Screen layout differs from machine to machine. The Spectrum has a split screen effect while the 64 is a full screen game.

Xevious is a good thumb-busting zapper for shoot 'em up fans of all ages.

It may not have the colourful graphic frills of something like *Lightforce* but it's still pretty addictive. Check it out.

GRAPHICS	7
SOUND	7
VALUE	7
PLAYABILITY	8




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ORBIX THE TERRORBALL

Orbix sounds like one of those domestic detergents that kills 99 per cent of all known germs. But in this case it's a tactical planetary warfare craft which kills 99 per cent of all known insectivores.

This first release on Domark's arcade label puts you in charge of *Orbix the Terrorball* on a rescue mision on the unhospitable planet Horca.

You have to find bits of a crashed spacecraft, reassemble it and rescue the crew scattered around the planet's surface. Alien droids and other weird nasties want to stop you of course.

The first task is to find a Federation Property Detector which will show you the whereabouts of the factory droid which is carrying a bit of the lost space craft.

You have to destroy the factory droid in order to recover the part.

The detectors are cubes with flashing panels on the front. Don't be fooled into thinkng that they are the transistor radio thingies which you come across like I was. I spent ages trying to pick the **?!s up!

Once you've got a detector you can see where the factory droid is hiding and sat off in pursuit. The alien creatures can steal your detector away so watch out for the ones that look like nuclear particles!

If you lose one you have to start looking for another before you can proceed. There are quite a few scattered around, fortunately.

Shooting alien droids can have one of two effects. They either transform into energy giving pods which you can collect to give Orbix more essential power, or they turn into deadly mines which vaporise your craft at the merest touch.

Once you've tracked down a factory droid and destroyed it you pick up the part and race back to the launch pad at the centre of the planet. Why? Because the bit you've just collected is booby-trapped and you have just 90 seconds to get it back before it detonates.

The launch pad area has a built in neutraliser which renders the booby-trap useless. There are six bits of the craft to find and eight spacemen to rescue. You score points for picking them up, shooting aliens, picking up detectors and collecting energy.

The graphics are nice — maybe a bit on the small side. The multi-directional scrolling reminds you of Durell's *Critical Mass* — but *Orbix* is far more playable than that game.

Orbix bounces around really smoothly and the landscape is animated as well. Things move up and down. Trap doors mysteriously open to capture an unwary Orbix pilot. And then the're the mysterious spider creatures who sometimes are useful in blocking enemy fire, and always useful if you're low on energy. Shoot a spider — the insect you can eat between meals!

You can call up a map of the planet by hitting a key — this also acts as a pause mode, and you can also access a short range radar screen to help you collect stranded spacemen.

It's esential to make good use of the small radar screen in the centre of your instrument panel. This shows you where the detectors are, where the factory droids are, and where the launch pad is, in that order during different stages of the game.

Orbix isn't a brilliant game — but its not a naff one either. Sometimes frustrating but always playable, *Orbix* is a good debut for programmer John Pragnell and the Streetwise label.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	7

EREBUS

- ▶ MACHINE: C64
- ▶ SUPPLIER: VIRGIN
- ▶ PRICE: £8.95
- ▶ REVIEWER: TIM

The scrolling shoot-'em-up takes on a new twist with Steve Lee and Martin Wheeler's latest offering. Instead of a super-duper, gizmo-space-fighter with double-turbos and a sun-roof you get a ball. Yup, you read it right — a ball. And why not?! But it shows what watching too much snooker on TV can do to you.

This ball is armed and dangerous and has an almost impossible mission to attempt. It has to venture forth to the planet Erebus — a planet used as a dumping ground for Earth's dangerous waste products.

There's a refinery on this future Sellafield which has been taken over by tea ladies! No, sorry, make that aliens — can't have any originality creeping in can we. . . ?

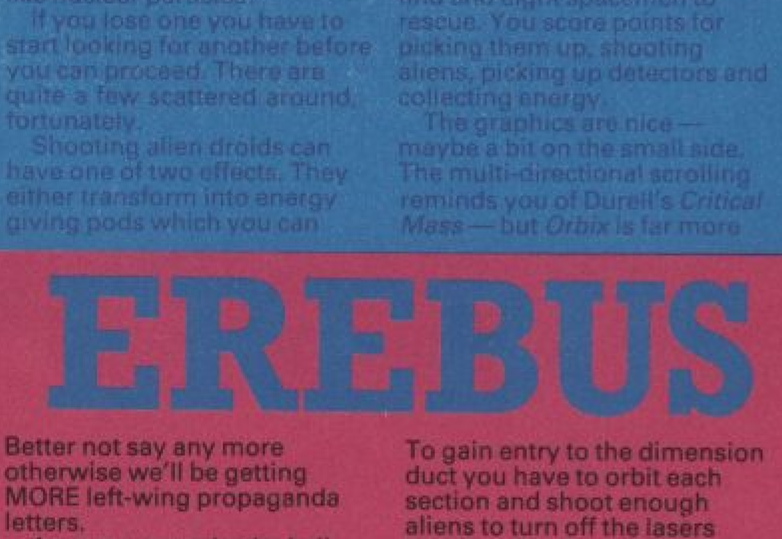
Anyway these alien tea-ladies have decided that they'd like to produce nerve gas to poison the population of earth. See what happens when you leave noxious waste lying around? Heey, heavy social comment. Better not say any more otherwise we'll be getting MORE left-wing propaganda letters.

Anyway, you take the ball-blaster and roll around the surface of Erebus, zapping alien attack craft and gaining access to the dimension duct. This will take you further into the core of Erebus, where the aliens are cooking up their deadly home brew.

The waste refinery is split into many different circular sections. To gain entry to the dimension duct you have to orbit each section and shoot enough aliens to turn off the lasers blocking the the way to your goal.

You have to weave your way through the obstacle course while at the same time blasting away at the many and varied alien ships that come after you from both directions.

They fire at you — beware of the particularly nasty homing discs which whirl around disconcertingly while seeking your destruction.



Watch the light display at the bottom right hand corner of the screen Once all the little "bulbs" have turned green you've sucessfully orbited a section — and if the "duct open" message appears in the info window in the centre of the screen then you can have a crack at the dimension duct.

The scrolling is silky smooth and you can move to the left or right. The graphics are well drawn and interesting. The sound effects get irritating after a bit — especially the twangy alien explosions, but the opening tune is nifty.

Playability? Well, apart from the initial frustration of trying to learn how to get into the duct entrance, this is a pretty good blaster and at under nine quid isn't bad value.

The game has no real faults and is slickly presented. But you have played games like this before, so check it out before you decide to break into your Auntie's gift token.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	8

C+VG HIT!

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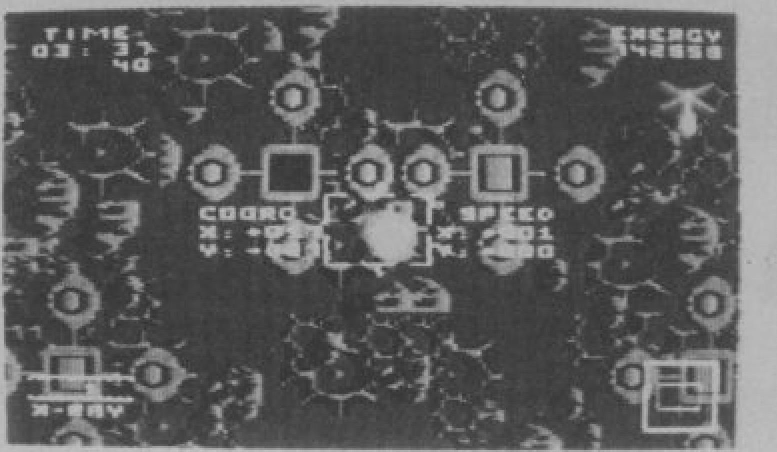
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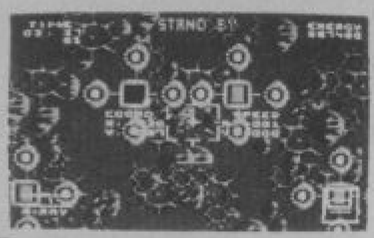
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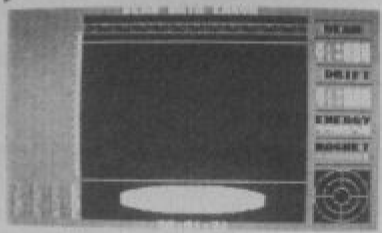
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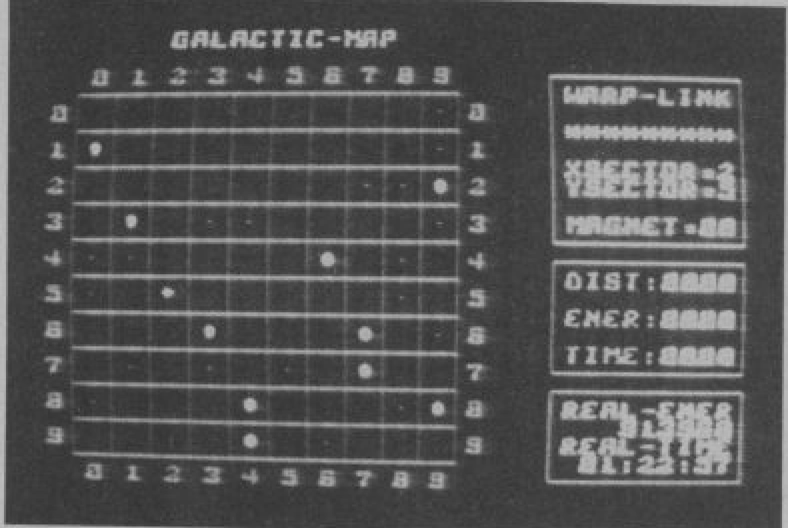
C+VG REVIEWS 23







NUCLEAR EMBARGO



- MACHINE: C64/128
- SUPPLIER: EUROGOLD
- PRICE: £9.95 (TAPE) £12.95 (DISK)
- REVIEWER: LEE

The time is the Twenty-First century. After many serious oil crisises, energy production on the Earth has been switched to nuclear fusion, and Uranium has become a vital raw material.

Its scarcity on this planet means that new sources have to be located. The moons of Saturn proved a valuable source, and a trade agreement between the Earth and the wise Saturn Dictator, Rayol I, has been drawn up.

Unfortunately, because he is the ruler, he has demanded 1,000 Earthlings as payment upon delivery of the Uranium supply. Obviously, this request has been turned down by the Earthly Committee, and so Rayol has enforced an embargo on deliveries to the Earth.

Since we need Uranium to survive, a cloak and dagger raid is the only answer. Just don't call on Ronnie to arrange it. . .

As the pilot of this mission, you have been provided with a space rocket, warp boosters, and nine robots.

That is the basic storyline behind the latest game from a fairly new company, Eurogold, who released *Mission Elevator* a few months ago.

You may remember that this was a C+VG HIT!, and we said that if that was a sample of what was to come, we'd be in for a treat. Well, I'm sorry to say that *Nuclear Embargo* was a great disappointment to me, mainly because it was one of the most boring, monotonous, dull, unplayable (I think you must get the idea by now that I didn't like it!) games I've played for many a month.

There are various different elements to this game. Firstly, travelling from one Planet to another, locating the Uranium supply, transporting your robot to the surface, collecting the Uranium, transporting the robot back to the ship, and secondly, moving to another planet to repeat the process.

The plot is fairly unoriginal, the graphics are fairly run-of-the-mill, planet surface type, the views from out of the window of your ship look like a screen shot from *Codename Mat*, and the robots look like reject Daleks!

The sound, what there is of it, is well below average for the 64, with better quality explosions coming from the Spectrum.

There is no title, or in-game music. There is a loading screen, but it looks like a four year-old grabbed a joystick and fiddled about with it for five minutes.

This, to put it in layman's terms, is quite simply, one, if not the worst game I've played this month, and even at two pounds, it would be doubtful as to whether it would get a good review.

GRAPHICS	5
SOUND	3
VALUE	4
PLAYABILITY	4

INFODROID

- MACHINE: C64
- SUPPLIER: BEYOND
- PRICE: £9.95
- REVIEWER: PAUL

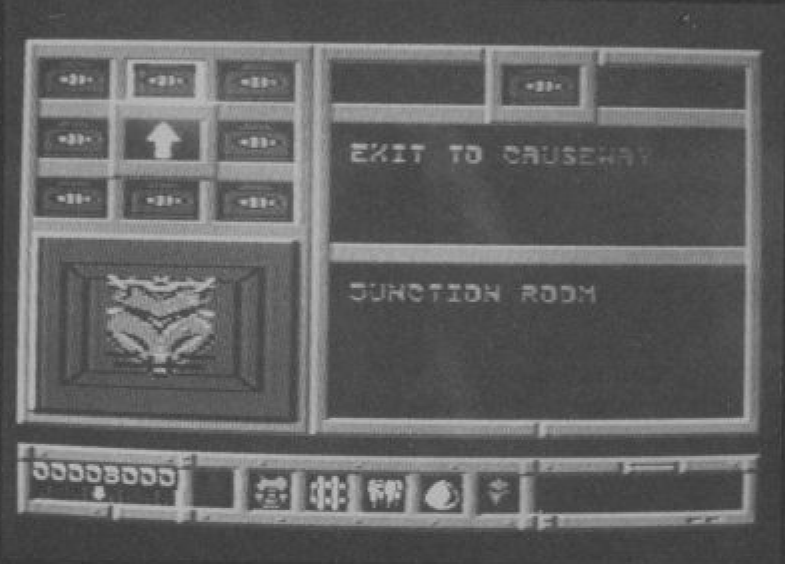
This is an intriguing game and quite honestly I don't know what to make of it. It's initial appeal is so limited that it's doubtful whether I'll summon up the enthusiasm to continue playing it. Playing the role of a robotic delivery droid just doesn't seem much fun.

This Denton Designs creation is set in a massive city which takes up an entire planet. Most of the communications between different parts of this complex are electronic but parcels and vital documents still have to be physically transfered about the city.

Enter the Droid Despatch Company and its delivery robots called Infodroids.

You must control this droid all over the city carrying out delivery tasks. However, you have to cope with rival company droids and pirate robots who will steal your packages — a sort of futuristic highway robbery.

The droids travel the planet on superfast speeding platforms — eight lanes of them,



in fact, all moving at different speeds. The packages must be picked up and delivered to their right destinations to earn cash.

Each droid comes with standard equipment but the more you make, the more extra parts can be fitted to the droid. These are selected by means of icons.

You should really play it in your local software shop if you're interested in buying.

Scattered around the system are various rooms to visit. Some are dispatch points, others junctions which connect with other speed routes and other repair shops. Most of these rooms are sign posted.

The speed platforms certainly move fast. Impressive to look at but a little hard on the eyes. It does have, however, some — multi-soundtracked — pleasant music.

GRAPHICS	7
SOUND	7
VALUE	7
PLAYABILITY	6

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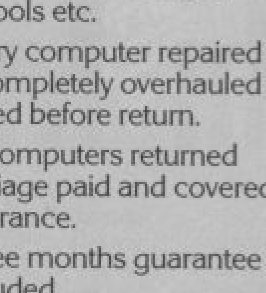
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COMPETITION RESULTS

C+VG

Due to an oversight by some one who will remain nameless, we forgot to ask readers who entered the Tolkein competition what machine they owned. If your name is in the list below, please write into the magazine and let us know which version of the game you requested.

R Deaper, Cumbria. Anthony Dixon, Bootle. Peter Davie, Hants. Jake Langwith, London. P Rayner, Kent. Gareth moore, Oman. Jonathon Hogg, Worcs. Simon Norton, Cheshire. Havard Saetre, norway. Niall Gilsenan, Ireland. Kate Birks, Wheffield. Paul Tregiogo, W Midlands. G J Mair, London. Shehzad Yousaf, Berks. David Cociz, Switzerland. Anthony Coyle, Aberdeen. Soh Kam Young, Malaysia. Ronald Dvo, Gibralter. Stephen Alty, Merseyside. Mark Hatch, Lancashire. Simon Russell, Herts. Paul Murphy Gateshead. Valerie Bishai, Suffolk. Patricia Suen, Surrey. Navdep Rajwanshi, W Midlands. Vegard Guldberg, Norway. Bryan Study, Hets. Jamie Dyer, Cambridge. Gawaine Davis, Kent. Simon Richardson, Kent. Kevin Davies, York. Chris Parker, Essex. Mark Chamberlain, Hereford. Mark Nicholson, Lothian. Glenn Meaton, Sussex. James Cullen, Coventry. Yunys Aswat, Clapton. Paul Rea, Leicester. Anthony Ponsford, Devon. William Rowe, Nairn. Darren Queenan, Somerset. Andrew Walsh, Herts. Michael Storey, Stockport. Andre Morris, Staffs, Mark Lucking Essex. Anthony Finnegan, Coventry. Steven Jakob, Mid Glamorgan. Geir are Skjeret, Norway. Fraser Mills, Chelmsford. Peter Lawrence, Nr Leeds. Bruce Jolliffe, Ayrshire. Paul Webster, Lincs. Tony Bristow, W Sussex. Mr R Cavill, W Yorks. Miss K Roberts, Herefordshire. Sean Campbell, Bolton. Geoffrey Hogg, Essex. David J Carr, Durham. Ashley Cother-Cairns, Herts. Jason Sankey, Norfolk. Steven Nicol, Aberdeen. Phillip Defoe, London. Matthew O'Connor, Halifax. John Rowe, Ireland. Paul Gibbons, Sussex. Simon Benge, Canterbury. J Barratt, London. Steve Bishop, Leeds. Richard Cooper, Merseyside. Philip Walker, Cleveland. John Sellers, Lancs. C J Finnie, West Midlands. Jason Akin, Brentford. Sam Kimmins, Nottingham. Christopher Collins, London. Ian Smith, Ireland. Stuart Miles, Somerset. Mark Constantine, Sheffield. Martin Grant, S Yorks. Simon Ball, Sussex. Tim McLellan, Herts. Stuart Hall, Glos. Paul Greenough, Manchester. Nicholas Henstock, Rotherham. Robin Woolfinden, Stourport. Adrian Maddocks, Derby. Paul Eaton, Co Louth. Stephen Panniers, Leominster. Trevor Williams, Bristol. Ian Davies, Wiltshire. Nicholas Bailey, Gloucester. Huw Howelles, Wales. Scott Semple, Midlothian. David Etherington, Northamptonshire. Phillip Mason, Herts. Yvette Hardware, Birmingham. Tim Dwyer, Salop.

Giuseppe deo Salvo of Rome is the winner of our Asterix competition and will shortly be receiving his copy of the game, 4 copies of cased books and a 6ft long Asterix freeze — hope it gets through the British and Italian postal system wihtout too much trouble. Another point Giuseppe — can you read English?

If your name is in the list below you are one of the 20 runners up.

Barry Bowman, Nicholas Hyde, Paul Woodley, R P Wegman, Nicholas Davies, Michael Barker, Paul Curren, Richard Wood, Lee Neary, Matthew Clark, Craig Jones, Peter Sorilos, Anthony Blackhurst, Jac-cy Mendoza, Kenneth Dryburgh, David Neale, Mr C F Price, Justin Pearsden, James Lundy, Mrs Lesley Beresford.

Dracula descends on Cheshire! Or so it will seem to the neighbours of G N Ward of Stockport who is the lucky winner in our Dracula competition. Along with his Dracula video he will also receive copies of An American Werewolf in London, four Stephen King horror novels, a Dracula mask and a copy of the game. The 10 runners up all get copies of the game for their computers.

Ron Hoogenkamp, Peter Gorman, Martin Schultze, C J Doig, Lawrence Binks, Christian Barfoot, Carl Pugh, Paul Worthington, Noura A Alnoman, Biertho Thieny.

C+VG

COMPETITION RESULTS



UtChi Mata

How does a judo champ get caught up in the totally unphysical world of computer games? Leslie Bunder visited Brian Jacks to find out.

Since being introduced to Judo by his father when he was 10, Brian has competed in over 3,000 contests and travelled the world three times.

Famous not only for his sporting talents but also for his amazing consumption of oranges, has won numerous medals and titles. One of his most amazing achievements was the winning of Superstars twice on one occasion he even beat Daley Thompson!

Brian spends time making television shows, writing books and columns in magazines. And one of his current interests is computers.

He explained: "A couple of years ago, the television show *Microlive*, came to me and my family and asked us if we would like to choose a computer and then use it.

"We looked at all the computers on the market at the time and decided to go for the Atari 800XL. The main reason was that it seemed to offer more on the educational side for my son to use and also it seemed quite strong on graphics and sound. We then had to say how we got on with a computer at home."

The Atari is still in use at Brian's home. "We've got the computer, disc drive, cassette recorder, printer, Koala Pad. Naturally, there are games as well. The ones I personally find most interesting are adventure games such as *Zork*."

How did Brian link up with Martech? "Martech, did a game with Eddie Kidd. Eddie is a good friend of mine and introduced me to them. At the same time, David Martin of Martech saw me appearing on *Microlive* with my interest in computers. We got together and they wanted me to do a Judo game, but I said I'd rather do a game based around *Superstars* as I was better known for it at that time.

"Martech agreed, and we did the Superstar Challenge game which did quite well. Then Martech and I decided to do a follow up on Judo.

"I really enjoyed doing it. Although I'm not actually involved in the programming of the game, I'm very involved in the technical side about how it should look and how the moves work in real life and so on. I think it's great fun to be involved in computer games."

I asked Brian to explain **Utchi Mata**. "Utchi Mata is a unique game. Utchi Mata is actually a technique of Judo, the one I became famous for. Also it's my favourite. People seem to think that Judo and Karate are similar — they are totally different. Karate involves kicking and punching while Judo is more refined and is about throwing and locking."

One of the questions people often ask is what celebrities get out of endorsing games.

"I get a royalty from the number of copies sold, which is very similar to what I get for my books. I find the royalty the best way of doing it. As I put a lot of work and effort into it, I hope it does well."

You could win one of THREE **Rucanor** judo suits, if you enter our C+VG **Martech/Utchi Mata** competition. Five runners-up will get signed copies of the Utchi Mata on the 64.

What do you have to do? Throw Brian Jacks three times! No, really all we'd like from you is the answers to our Utchi Mata quiz. Once you've worked them out just fill in the coupon and rush it to *Computer and Video Games*, Utchi Mata Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is February 16th, normal C+VG rules apply and Brian's decision is final

C+VG/UTCHI MATA COMPETITION

Name__________

Address__________

Suit Size______ Age______

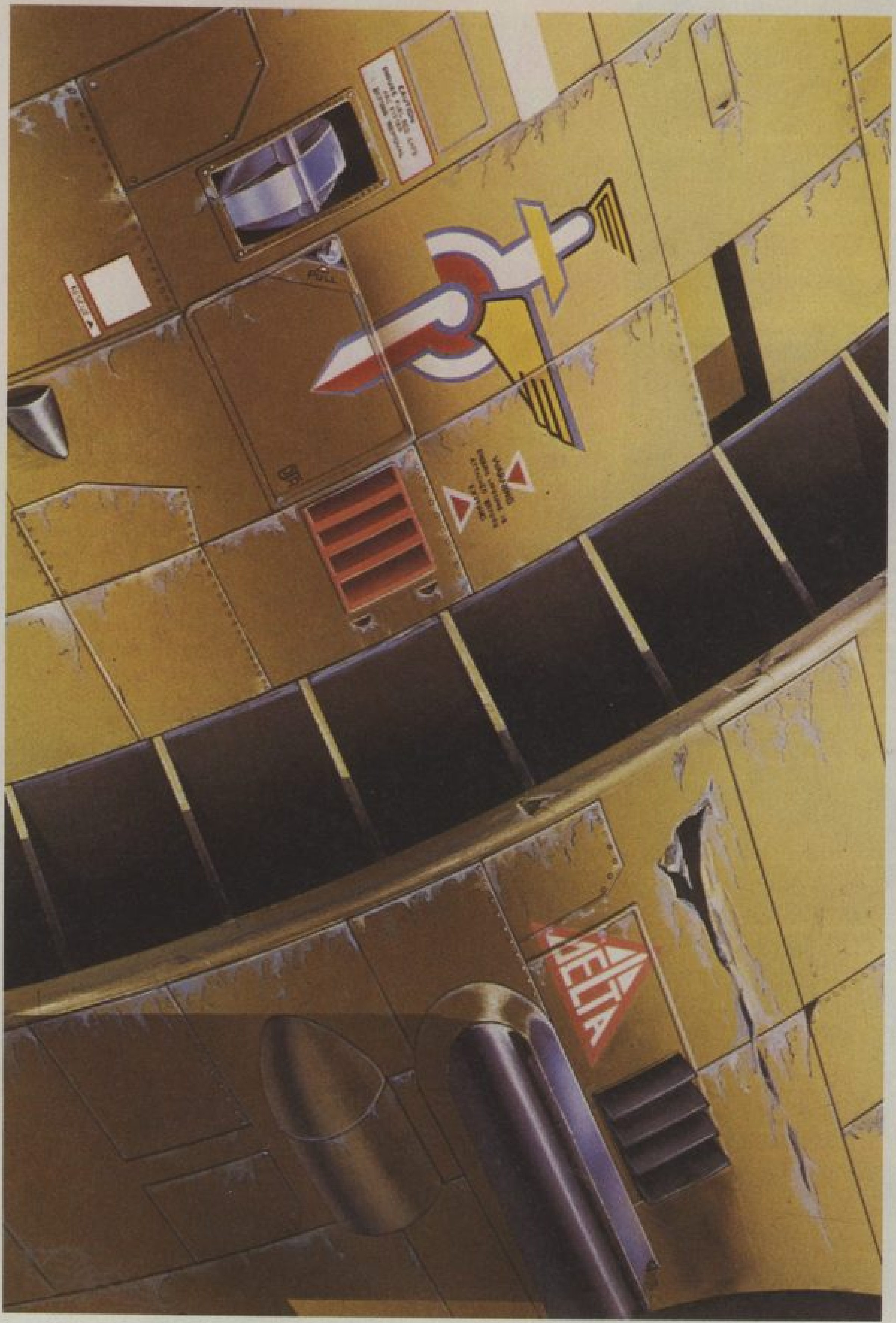
UTCHI MATA QUIZ

1. Which sporting hero did Brian Jacks defeat while competing in BBC's Superstars.
2. Name one of the games which features Brian Jacks.
3. What is the top belt you can earn in Judo?

1.__________

2.__________

3.__________





▲ Yeoww! Should've taken Pete's advice!



▲ Hunters looking hungry . . .



▲ Space mines? Use the scanner.



▲ More mean saucers . . .



▲ Holy hot lasers!

ACAD
PLAYER

Academy/Tau Ceti II is PETE COOKE'S latest smash hit. It isn't easy — and that's why the people at IDEAS Central persuaded Peter ever so nicely to bring you this exclusive players guide to the game that turns the Spectrum into a space flight simulator! Read this and you'll be getting pass marks in all the Gal Corp Academy's toughest tests . . .

As a cadet entering the Gal-Corp Academy for advanced skimmer pilots, you must complete 20 mission simulations on different inhabited and uninhabited worlds against a variety of foes. Each mission is scored on a percentage basis, a score of 90% or over qualifying as a pass.

STARTING UP

Anyone who has grappled with *Tau Ceti* will have an initial advantage here as many of the features have been carried across. At first getting to grips with all the weapon systems and differing keys can take a few plays.

A good tip here is to select the key layout that you prefer and then save the game. They key layout is saved with the files so in future sessions — and I can guarantee you won't complete the game in one sitting — you can simply load in the file and your keys will all be set.

As a quick supplement to the manual, your lasers are by far the most useful weapon. Missiles are best used to keep the pressure off when the lasers are overheating and delay bombs and anti-missile missiles are really only for specialist missions.

ON THE MISSIONS

The mision information section will give a guide to planetary conditions on each mission and explain what your objective is.

A suitable skimmer is also given and it is alwasy best to follow this advice for the first few attempts.

It may not be possible to complete the mission if you choose the wrong skimmer. For example you may need a skimmer equipped with a jump unit in order to reach your objective, and there is nothing more frustrating than battling through hordes of aliens for twenty minutes only to find that a vital piece of equipment is not on board.

Having said that, once you realise the equipment needed for a mission it is usually far better to design a 'custom skimmer' for it. The skimmers provided are general-purpose ships and the extra 'edge' given by a purpose built design can make the difference between success and failure.

SKIMMER DESIGN

Tips on skimmer design are really fairly straightforward. In any mission where the robots are well spread out, a compass and scanner are vital pieces of equipment.

It's also a good idea to go for the most powerful lasers and shields that you can manage. Watch out for high power steering units, some people find them a shade too sensitive and medium level is a better bet.

Don't waste space with flares or infra-red units unless you really need them. You can always wait for sunrise!

Designing the panel is a lesson

RS GUIDE

in ergonomics. They most important instruments — after the main viewscreen — are shield level and laser temperature and it's best to put them nearby so you don't have to hunt all over the screen to find them.

Tuck the less useful items like the jump unit indicator away in the corners.

Finally, if the planet has a dull red or magenta sun, it's better not to go for a dazzling white or yellow panel as it makes the display that much hard to follow.

ON SCORING

Each 'level' of four missions only needs an AVERAGE score of 90% to pass. This means that if you have scored 100% in the first three missions you only need 60% on the fourth to pass the whole level.

As soon as you reach that point QUIT from the mission. There's no point in going for the full 100% across the board as the scores are not carried through to the next level.

Conversely if in one of the early missions you can't get a score of ninety percent plus then leave it till the end, you may not need to!

While in a mission keep an eye on the score. Each mission has an individual scoring system and the score tells you if you are on the right track. If chasing and wiping out reams of buildings is not scoring then it's probably a waste of effort.

BACK ON THE PLANET'S SURFACE

Beacons play a very important part here. If you see a trail of beacons leading off into the sunset, you can bet that there is something interesting at the end of them, so don't just blast them away. If you're feeling ultra-violent then take them out on the way back to show that the area has been cleared.

Most missions will start and finish in the Gal-Corp launch vehicle (G.L.V.), and it's worth remembering that you can always fly back and dock with the G.L.V. to re-equip.

Equally, if the mission involves a chain of jump pads then check each destination for a military or civil supply centre for fuel, the jump pads form a one-way network and it may be a long way to the next garage!

A couple of tips that also applied to *Ceti* are useful here . . . Since your skimmer can fire lasers in any direction it's quite possible to run like crazy while firing from the rear at any hunters that may be chasing you.

If the mission involves docking with reactors then be VERY careful not to shoot at them.

One careless shot and the door system will close for the duration and you will not be able to collect all the codes.

Quite often one of two fortresses will be tucked in between a pair of reactors. The best approach here is to circle at a safe distance until you can see daylight between them and have a safe line of fire.

THE DIFFERENT MISSION TYPES

The missions involve a vareity of a different skills from the mindless violence of *If It Moves* to the more strategic mission such as *Protector*.

In general the levels are not difficulty levels.

I found some of the hardest missions in levels two and three.

Later levels involve more specific tasks using particular tactics and strategies.

Watch out, especially in later missions, for some of the rarer ships . . . Suppressor Droids are particularly useful.

Finally, here is a list of the missions found in each of the four levels with a rough guide of the task required . . .

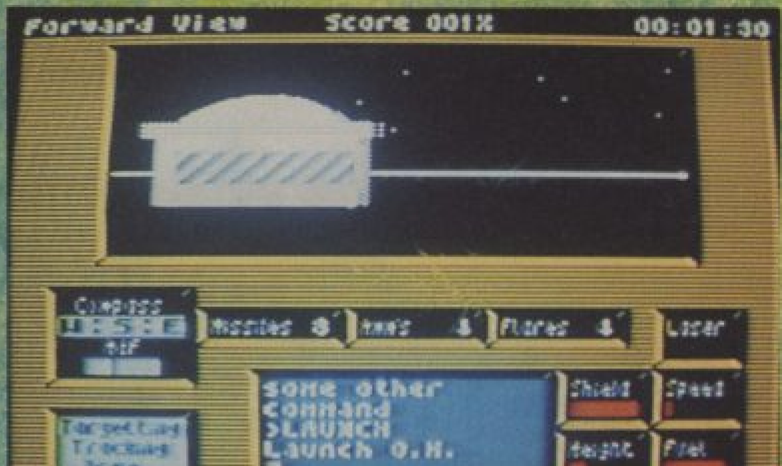
● continued on page 61 ►



▲ Follow the beacons. . .



▲ Approaching Gal-Corp lander



▲ Closing in as door opens.



▲ Killer lurks beyond the horizon



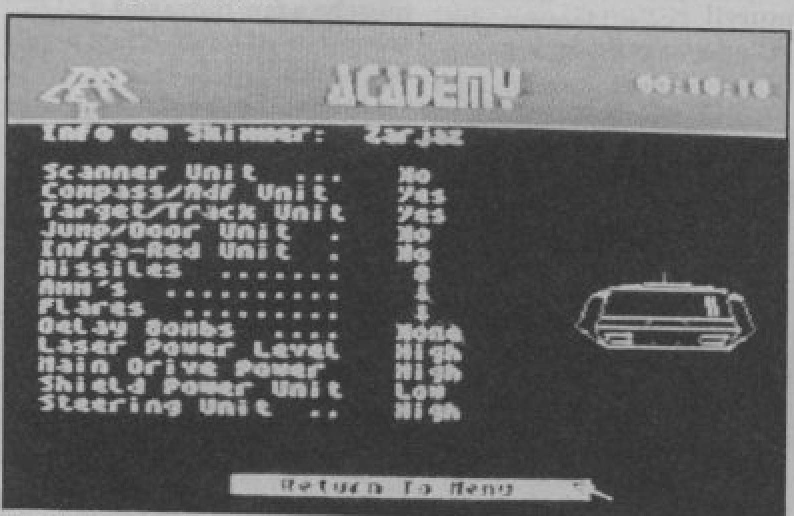
▲ Landscape with beacons


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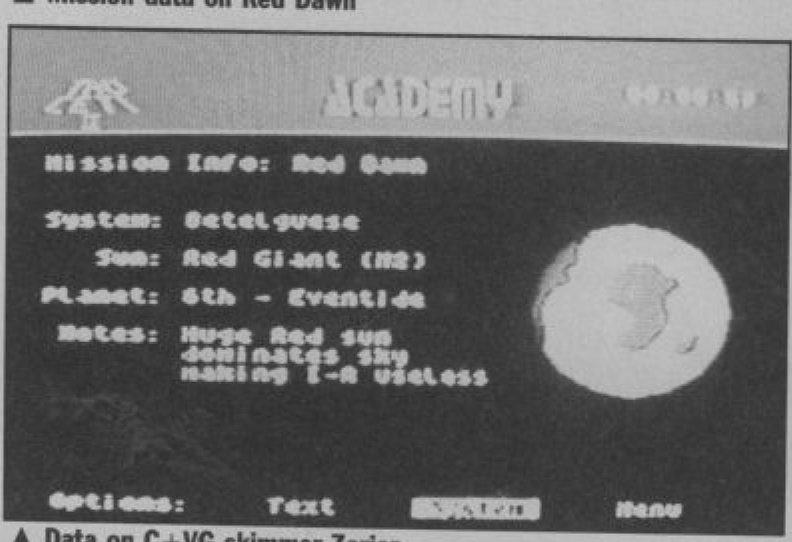
ACADEMY PLAYERS GUIDE



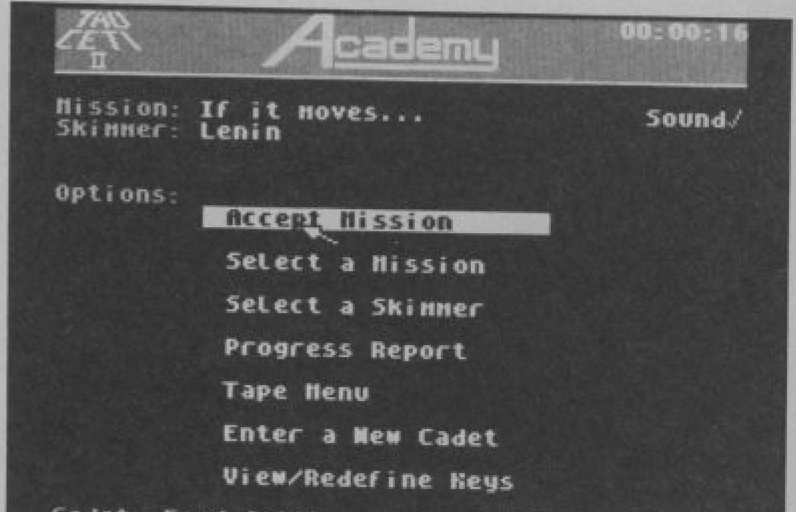
▲ Building a skimmer



▲ Mission data on Red Dawn



▲ Data on C+VG skimmer Zarjaz



▲ Opening menu screen.

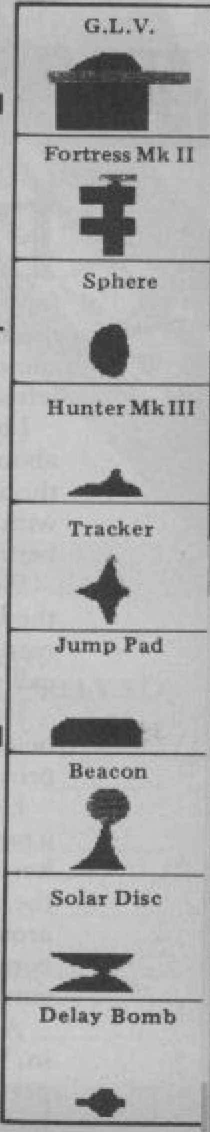
Level 1
If it moves: Straight shoot-em-up
Red Dawn: Destroy the Robot Factories (You'll need delay bombs)
Meltdown: Eliminate the Reactor before it's TOO LATE!
Softly, Softly: This one would be easy . . . if Gal-Corp hadn't accidentally mined the whole area.

Level II
Cipher: Collect and assemble codes from nearby reactors.
At the OK Corral: One for budding John Waynes.
Where to Guv?: Launch to a solitary jump pad. Unfortunately the jump network has been taken over by pirates. You can always jump out of trouble here but watch your fuel.
Hide and Seek: This revolves around eliminating several Solar Disc complexes. You'll need to find a suppressor droid to complete this one.

Level III
Laserium: More straight ahead blasting.
Hades II: Very poorly lit — infra-red/flares needed.
The Sands of Time: A whole network of Reactors to eliminate. The best way is to sneak in a missile at point blank range.
Mission Improbable: Collect and assemble codes. Suppressors come in handy here.

Level IV
Ceti Revisited: A bit of nostalgia on Tau Ceti III. Watch your fuel though.
Out of the Frying Pan: Shoot-em-up with a nasty welcoming committee.
Don't Panic: Solar Discs and Reactor Complexes mean delay bombs are needed on this mission.
Needle in a Haystack: Navigational skills needed, plus finding a path through a minefield.

Level V
The Coal Mine: Planet in permanent darkness so infra-red is vital.
Paz!: No relation to any magazine! Watch out for indestructible Super Missiles. Average survival time 35 seconds!!
Protector: Chase the Tracker units. A fast skimmer is needed but this mission is quite easy once you get the hang of it.
The Shepherd: Find and bring back (intact!) watch towers.



C+VG COMPETITION 1

Have you a cool nerve, steady hands and a head for heights? If so, we're giving you the chance of becoming a Computer + Video Games high-flyer in our fantastic Academy Competition.

The first prize is a free flying lesson. Unbelievable, isn't it — your chance to sample the high life with your hands on the joystick. The next 30 runners-up will get a copy of the CRL game which will be available on the Spectrum, Commodore and Amstrad. The flying lesson will be arranged at a mutally convenient time and at a flying club belonging to Aircraft Owners and Pilots Association. But remember, you must be over 16 to enter the competition and have the full approval, if under 18, of your parents.

The competition is based around Academy, by Pete Cooke, follow-up to Tau Ceti. In Academy you are put into training to become one of the Gal-Corp's top Skimmer pilots. You have to pass 20 tough tests which will push your space skills to the very limit.

And that's the subject of the competition — design your own skimmer on computer. The sky is definitely not the limit for your imagination. Anything goes. Just send us the tape or a screen shot of your design to Academy Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The competition closing date is February 16th and the Chief Space Pilot's decision is final.

Don't forget to send your entry with the printed coupon.

Academy Competition

Name: ....

Address: ....

....

....

Please indicate which computer you own

Spectrum ☐ CBM 64 ☐ Amstrad ☐

STICK

Designing the ultimate joystick is a bit like working out blue-print for the perfect mouse-trap — there's always going to be someone who thinks you've left something out!

I bet you've often moaned about joystick design and thought you could come up with something much, much better.

Well C+VG and Euromax, the UK's leading joystick manufacturers, are about to call your bluff.

If YOU think you can do better here's your chance to prove it!

Euromax currently produce a range of top selling sticks — here at C+VG we reckon that their sticks are the best around — but like all good companies they want to keep getting better at what they do.

And that's were YOU come in. We want you to design the perfect joystick. From fire-button to the shape of the base, from the stick-grip to colour-scheme, we want you to design a stick from scratch.

YOU could just see your design actually being manufactured by Euromax if they like it enough! And if just seeing your stick on the shelf of your local computer store isn't enough to tempt you to enter this amazing competition, Euromax have come up with £100s worth of joysticks for the winners and runners-up.

THE FIRST PRIZE consists of no less than FIVE Euromax joysticks. Their complete collection in fact. The lucky winner will get a Satellite Station, the top of the range Euromax controller, a Professional Autofire, the Ed's favourite stick, an amazing Joyball, an Elite AND the innovative Wiz Card! You need never be short of a joystick again!

There's THREE SECOND PRIZES which consist of a Professional Autofire, and Elite AND a Wiz Card.

No less than 15 THIRD PRIZE winners wil get a Professional Autofire AND 20 runners-up will get a Wiz Card. Phew! This MUST be the competition of the century!!

When you're designing your stick you might like to take into consideration the cost of the features you'd like to see. Remember, the more extra bits you add on to your stick the more it's going to cost to make.

And how about remembering those gamesters who are left-handed — there must be a few thousand around — why not design a leftie-stick?

Or how about a special



K AT IT!

shoot 'em up stick with designs that ease aching thumbs?

Do sticks ALWAYS have to be black? Do you want a pistol grip stick or a more traditional design? Maybe the base should be bigger, maybe autofire should be a standard feature, or perhaps you've got a totally revolutionary design up your sleeve . . .

Once you've designed your stick — and remember to include as much detail about the features you've included as possible — send it, together with the competition coupon, to *Computer and Video Games*, Design a Joystick Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Closing date is February 16th, normal C+VG competition rules apply and the Editor's decision is final. All designs submitted will become the property of Euromax Electronics Ltd to do with as they wish, inlcuding the bringing to market and sale of entire or part designs.

C+VG/EUROMAX DESIGN
A JOYSTICK
COMPETITION

PLEASE FIX THIS COUPON SECURELY TO YOUR ENTRY!

Name________________________

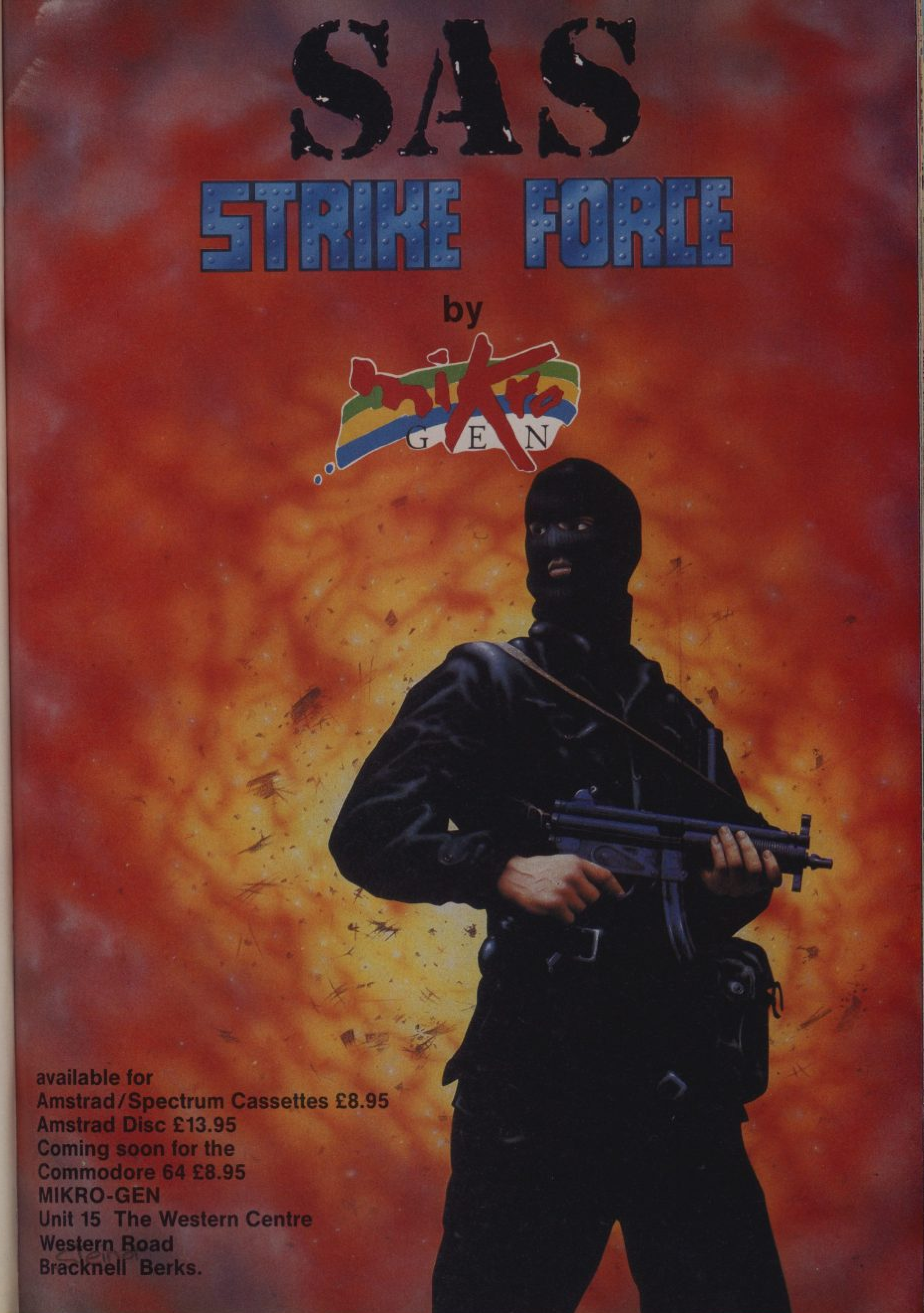
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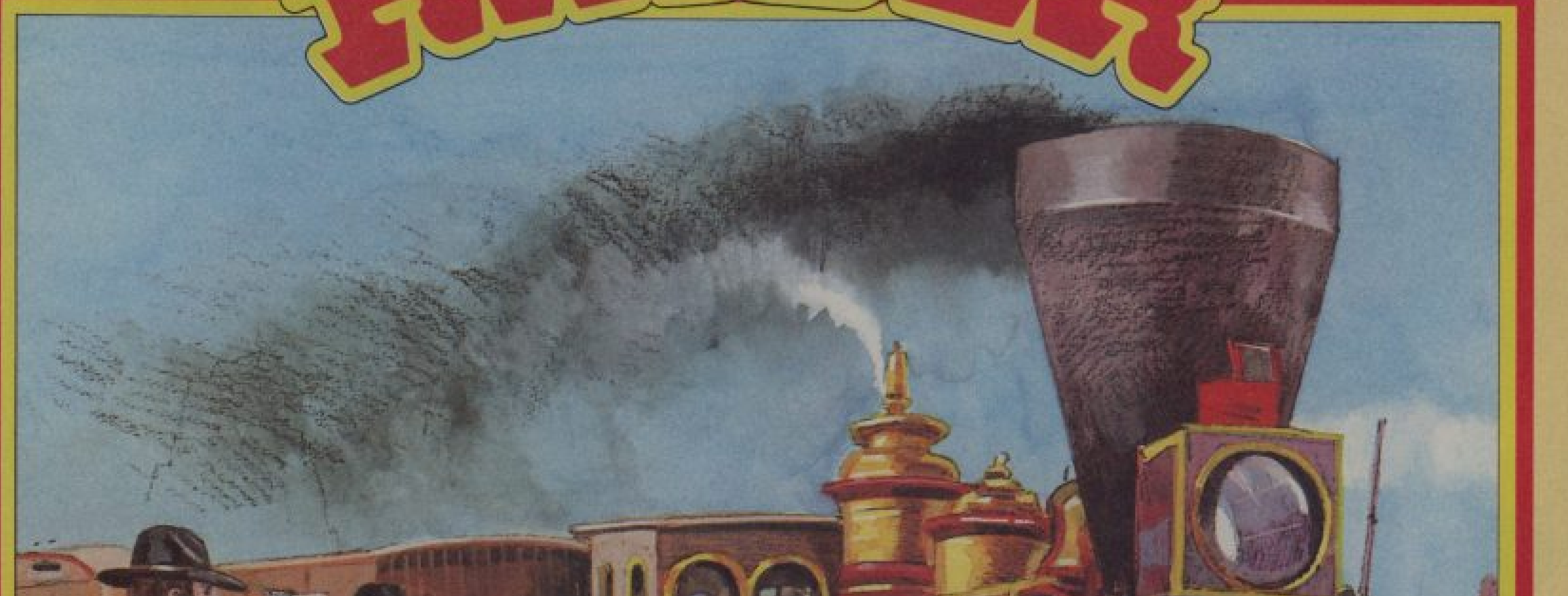

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C+VG PLAY BY MAIL

Hi there! My name's Wayne and I'm the chairman of the Play-By-Mail Players Association (PBMPA). From this issue onwards I will be bringing you an up to date monthly report on what's happening in the big wide world of Play-By-Mail (PBM). I'll be offering you discounts on games, competitions with PBM prizes, FREE playtests in up and coming games — so YOU can tell me what you thought of them while getting to play for nothing! — plus lots, lots more!!

For you people out there who have never heard of PBM and are wondering what it's all about I'd better explain. PBM is the world of postal gaming where it is possible for you to become anyone — or anything! From an evil necromancer, causing great disasters throughout the world via your strange arcane powers, to the captain of a starship whose sole aim is to save your galaxy from impending doom because some alien forces wish to annihilate it.

The whole hobby started off many years ago, when Chess was the major postal game.

When Fantasy Role Playing (FRP) came along it wasn't long before someone realised that you could turn it into a great postal game and promptly did so.

The whole PBM scene has really taken off and at present it is one of the most rapidly expanding hobbies in the country. Now it is possible to play almost any type of game, and you have a wide range to choose from.

The way to get into the hobby, (apart from reading this column!) is to flick through the pages of this magazine, where you will find many PBM companies advertising their games.

Look closely at what they have to offer. You must carefully consider what type of game will satisfy you, as there are many options.

Do you want a science fiction game or one that is sword and sorcery based?

Do you want a game that is run via a computer and has fixed dates by which you have to return your instructions.

Do you want to run an individual character or a team?

Once you have made up your mind you send a cheque or postal order for anything between £1.50 and £10.00 to your chosen company and sit back and await the satisfying thud of letters hitting your doormat. Believe you me when you get into postal gaming that sound will be music to your ears!!

The next step is to read thoroughly through the literature sent to you several times to make sure you totally understand to what the game is all about.

If you encounter any problems, most companies give you a telephone number, which you can ring for free advice.

You should now have in your possession a rule book, a start up sheet, a copy of the latest newsletter (most good games have one) and other bits of paraphernalia which companies send you to help you on your way.

Once you are confident that you know what you are doing, complete the start-up sheet.

A couple of tips here. Make sure you give your character/team a deep and detailed background as it will give the Gamesmaster (GM) more scope to give you what you want from the game. For example you could not only give details about your character/team's height/age/hair colour/appearance but you could go into detail about their



beliefs/family history/attitude to life/aims/political leanings etc etc.

You should then keep a copy of this start up sheet for later reference and return the original to the GM.

After about a week you should receive your "turn sheet" and detailed information of your starting position, rumours of incidents and happenings that you may care to investigate, plus additional info which your character/team may have noticed or discovered.

It is then time for you to use your skills as a player to explore the unknown, to develop your character/team — and most important of all, survive!!

Once you have entered your comments and ideas on the turn sheet, you return it to the GM and lo and behold you have then completed your first turn. At a later date, usually about a week the GM or the computer then examines your turns and using either their imagination, dice or programs (in some cases all three!) comments on your actions and returns them to you in a manner that should be full of atmospheric description and detail

This process is repeated and you then develop and expand your character/team, hopefully becoming more powerful and famous — or infamous. A point worth noting is that when you pay for your start up package, you normally are credited with some free turns. Once you have played your way through these you can expect to pay between £1.00 and £3.00 per turn, depending on the type of game you are playing.

I personally find that if I set out from the begining with an objective in mind, it helps a great deal. You could, for example, aim to be the most evil/good player, the richest team in a game, the most magical or most immaginative character; the list is endless.

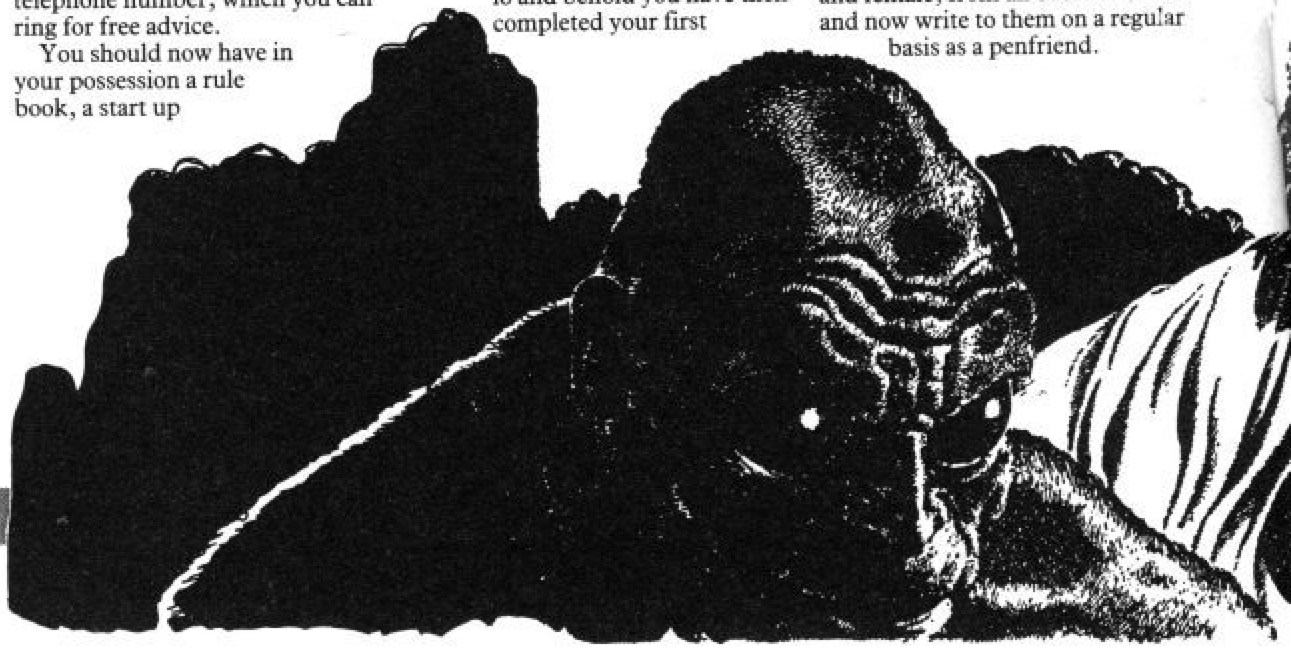
One thing that I have yet to comment on is the social side of PBM. A lot of the games have "meets" all over the country, where players gather together (usually in a local hostelry!) and swap information and ideas. You get to learn a lot of useful information and also get to make a lot of friends.

Talking of making friends, it is possible to do this without attending "meets". What happens is that your character/team may meet another character/team in a game, which is of course run by another player.

When you send your turn sheet in, it is also possible to write a message to the player who runs the character/team that you have met. This way a lot of people write to each other and if they have the same aims in the game they usually form a sort of alliance and swap information.

You then realise that the method of swapping information via the GM is a bit slow, so usually a player sends the other player their name and address and then contact each other via the more speedier Post Office.

I have made many friends, male and female, from all over the world and now write to them on a regular basis as a penfriend.



THE SECOND BRITISH PBM CONVENTION

This is Britain's — and probably the world's biggests PBM convention. It is being held on **February 7th** at the **Porchester Centre, Queensway, London, W2**, between 10 a.m. and 5 p.m. Here you will get the opportunity to meeting ALL the major PBM companies and chat to them about their games. You will be able to get large discounts off start up packages, free advice, and most importantly of all, the chance to meet the players and see what THEY think of certain games. Last year 500 players turned up at the convention and had a great time. This year we believe the attendance will be over 1500. The convention has expanded and, to date, I can confirm that 25 of the most important PBM companies will be appearing. You'll also get a chance to discover the following exciting things.

The Labyrinthe

● The ultimate live role playing experience featured in this issue of C+VG! If you've read the feature you'll already know that **The Labyrinthe** is a network of caves where you can go and live like your favourite fantasy character. You can go into the dark, cold caves and act out the part of a bold warrior, a cunning magician or devious thief. You get to use swords, shields and actually engage in combat with monsters such as zombies, orcs and goblins, to name but a few.

Can you rescue a merchant's kidnapped son from a real live team of Orcs? To give you a full rundown on what, where and how you get involved the Labyrinthe will be bringing many fighters, dressed in armour, who will stage entertaining live battles and give organisers hints on how to use swords and the like. Want to know more? then come to the convention and visit their large stand.

Games People Play

● This is one of London's major games shops and they will with full up-to-date selection of scenarios, modules and miniature fantasy figures for your campaigns; a wide range of board games for you to play, paints, brushes and plastic models as well as other hobby related material.

Dave Langford

● Famous SF author, freelance journalist and one-time C+VG writer will be there to present PBMPA awards to the players and the companies that YOU vote for.

Players Association

● You can join the PBMPA at the convention as well as find out what it offers. It costs £5.00 to join and you get a badge, membership card and quarterly newsletter, as well as reduced start-up fees for certain games. Also, if you are having problems with a particular game you can write to us and we will do our best to sort out your difficulties, thanks to our expertise and many contacts in the PBM scene. All that and a licensed bar too . . .

● Top level negotiations are also taking place to secure the appearance of London's only Heavy Metal record shop as well as one of the countries leading artists who will be available to draw your favourite PBM character for FREE!

● As you can see it is going to be a big day and C+VG will make it even bigger. The standard entry price at the convention is £1.50. But if you cut out the special C+VG coupon, above, you'll be able to get in for £1.00!! Remember to come early as people will be attending from all over the country and there is a real possibility of a sell-out.

WAYNE'S WONDER OFFER!

I have managed to obtain half a dozen free playtests in a brand new fantasy game and I require six readers to act as playtesters. The first six readers that think of the most original name for a new PBM game that is based around brave barbarians, mystic magic users, cunning clerics and write to me via C+VG will be set up in the game AND play a couple of rounds for FREE!!

Send your ideas to *Computer + Video Games,* Play By Mail Competition. Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Also if players out there have any problems, enquries or queries with PBM companies or games, write to me via C+VG and let me know. I will do may best to reply in this column. In the meantime I hope to see you at The Second British PBM convention.

THE SECOND BRITISH P.B.M. CONVENTION

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C+VG

PLAY BY MAIL

C+VG'S PLAY BY MAIL GAME — DOMINATION — THE FIRST REPORT

Here we proudly present the first report form the frontline. C+VG's Game Master DAVID BOLTON brings you news of the battle to dominate Dexet.

I'm writing this in early November. There has been a very good response to C+VG's PBM with over 450 applications. There are 26 games on the go now, with three more about to start.

The computer has a capacity for a lot more players yet, so if yoiu want to try PBM for the first time, fill in the coupon below. The rulebook and first two turns are FREE, after that turns cost 90p each.

There are some vacant positions, so if you want to start in a game immediately rather than wait for the next game start, put the word "substitute" on the coupon.

I won't start anyone into a game that has reached turn 10, but before that new players have as good a chance of winning as existing players.

If you are applying for a 7, 10 or 12 day game, PLEASE include your postcode in your address. It seems the post office delivers non-postcode mail 2nd class, even if stamped first class and several players have missed deadlines by an much as five days!

GAME RESULTS

In the first 16 games, after turn one, there were three evenly matched players with 62 Victory points each:

Game 10, David Horne
Game 12, A. Sinclair
Game 14, John Twycross

As there is no overall leader, I've shared the first/second prizes and given each of these four free turns. C+VG will pass on the Big Red t-shirts.

Here is an interesting fact: In one game (23) there are players from Finland, England, Wales, Channel Isles, France, Norway, Turkey, Holland, Denmark and N. Ireland! Game 27, shortly to start, will be made of 16 non-UK players.

Coming into December there will be delays in the post, So I will extend deadlines over Christmas. Details will be given with your game, so read the messages.

Some players have sent in a few suggestions for exra features for *Domination*, and one I have added is a new option allowing cities you own to be renamed. By the time you read this, all games will have the new option: Number 11. This goes 11, city number, New City Name. Example: 11,2,TIMMETCALF.

The idea for that option came from D. C. Lane, who also gave me a list of 60 new city names and won himself two free turns. I welcome ideas for expanding *Domination*, and will give away free turns for them, but ONLY for the best!

No more than 10 characters in the name please, and remember you can only rename cities that you own, using letters A-Z,a-z, 0-9 and space. I will censor naughty names!

COMPETITION

This is open to any C+VG reader whether playing in *Domination* or not. I am about to develop the next PBM games and am interested in ideas that are different from space or fantasy exploration or D&D. The best idea will get both a free game of *Domination* and the new game, if the idea is fully developed into a PBM.

The next best idea will get 15 free turns in *Domination*. I will give free turns for ideas that can be incorporated into PBM games as well, so if you fancy yourself as a PBM designer then write away.

Please send an SAE if you want ideas returned.

Mark envelopes COMPETITION and send to the address on the coupon, not C+VG. DON'T include the coupon unless you are applying to join *Domination*.

WHAT'S IT ALL ABOUT?

If you are a new reader, or missed the November issue of C+VG then you might be puzzled by the references to PBM. It stands for 'Play By Mail'. PBM games are games that are played by post and tend to be strategy games, a little like the board games *Risk* or *Diplomacy*.

When you apply to join a PBM game, you get a rulebook and a start position. You then have to fill your orders in on an order sheet and return this to the umpire who types them in to a computer.

On a certain date the computer processes all of the orders. The results and new order sheets are then posted back to the player.

This continues until the player is knocked out or the game finishes.

Each turn is usually two weeks long, though there are faster and slower games, varying from 7-21 days/turn. As the orders have to get from computer to player and back in one turn there is sometimes only a couple of days to work out your orders.

Diplomacy and alliances are usually very important, certainly in *Domination*. Players can include messages to other players with their orders and these are forwarded on with the next turns' results.

It is possible to ally with other players and agree not to fight, or even worse gang up on someone else.

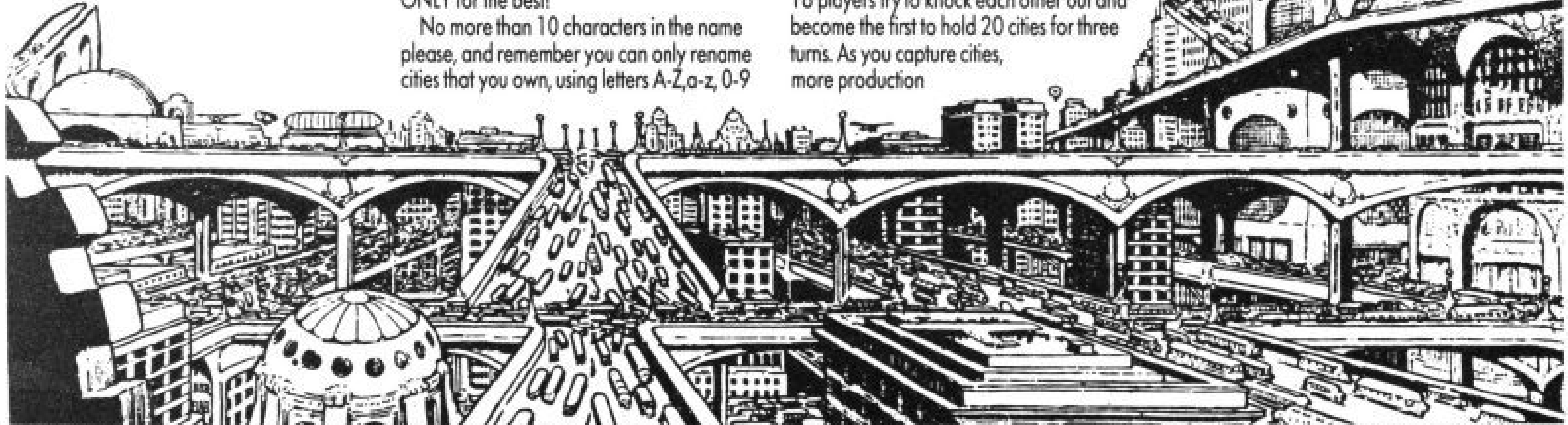
You don't need a computer to play in PBM games, though sometimes they have their uses. One player printed a copy of his main map on a computer and sent this to his allies. The only thing you really need to play in PBM games is a budget of about £2.00 per month.

C+VG launched *Domination/Casus Belli* in November. It is a grand strategy game where 16 players try to knock each other out and become the first to hold 20 cities for three turns. As you capture cities, more production power is gained and this is used to build new armies and ships, or invest in research and development to give an edge over other players in a fight.

Domination was designed with PBM novices in mind, and only has five types of order and 11 types of optional orders. The youngest player that I know of is 14, but I wouldn't be surprised to find someone younger in one of the games. Perhaps players could write their ages on the next order sheet and I will publish the results.

The next report will carry more game details when there'll be a lot more action to report. So stay tuned to News From Dexet, same magazine, next month!





I WANT TO RULE THE WORLD! SEND ME A DOMINATION RULEBOOK INSTANTLY!

Name________________________

Address________________________

Age ________ Desired turn around time (ring number) 7, 10, 12, 14 or 21. Send this coupon to: Domination/Casus Belli, PO Box 11, Carrickfergus, County Antrim, BT38 7TH, N. Ireland. DON'T FORGET YOUR POST CODE!

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MADNESS

C+VG goes completely over the top this issue thanks to the mad minions of Mastertronic. They want to give away literally HUNDREDS of games to YOU, our loyal readers. Why? Because they like you! Yes, YOU could win the ENTIRE range of current Mastertronic games for your computer, plus a super-slick Magnum Joystick, worth squillions of pounds. No, we couldn't believe it either!

THREE first prize winners will be able to claim their bumper bundle of Mastertronic goodies. 50 runners-up will get a copy of Mastertronic's latest release Feud. Everyone is a winner in C+VG's MAD Mastertronic competition.

All you have to do to claim one of the THREE first prize packages is spot the names of the Mastertronic games in our giant word-square. As a tie-breaker we've also included the names of four C+VG people for you to uncover. Ring the names of the games — and people — as you work your way through the word-square. Once you think you've found them all, send your completed word-square, together with the entry coupon to, *Computer and Video Games*, MAD Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 16th, normal C+VG rules apply and Mister Mastertronic's decision is final.





C+VG COMPETITION 1

S	Z	U	V	T	E	R	M	I	N	U	S	A	F	G	H	I	F
U	P	I	Z	U	B	X	T	I	M	S	J	H	O	L	M	Z	S
V	X	E	L	H	O	L	E	I	N	O	N	E	N	P	Q	Z	X
S	O	U	L	O	F	A	R	O	B	O	T	Z	T	T	S	Z	H
A	B	H	K	L	U	Q	M	X	N	E	A	H	E	P	J	Z	K
T	C	K	U	F	B	X	T	U	N	I	V	E	R	S	A	L	H
A	M	P	T	Q	R	O	S	V	N	C	V	R	R	G	X	A	P
D	P	A	U	L	L	A	U	R	S	T	H	O	A	V	L	P	Q
N	M	X	S	E	E	K	A	N	V	Q	J	G	Q	R	G	O	P
O	F	A	S	S	I	A	H	M	D	G	K	L	U	M	C	F	A
L	E	O	N	E	M	A	N	A	N	D	T	S	E	F	C	T	S
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C+VG GOLDEN JOYSTICK AWARDS

It's time for the computer game equivalent of the Oscars once more! Yes, for the fifth year in succession we're asking YOU the loyal C+VG reader to vote for our coveted Golden Joystick Awards. These now traditional awards go to the software houses and programmers who YOU reckon deserve them. Look back at your software collection and work out which game is the best from 86. Which company do you think deserves the software house of the year title? Which programmer has impressed you enough during '86 to win your vote for Programmer of the Year? And which game had a soundtrack which blew your ears away? This last category is a new one for this year — but the regular categories remain the same. The first 20 people to send their vote form in will get the pick of the C+VG software cupboard — so get your entry in today. And remember — YOUR VOTES COUNT!

SOFTWARE HOUSE OF THE YEAR	________
RUNNER-UP	________
GAME OF THE YEAR	________
RUNNER-UP	________
ADVENTURE OF THE YEAR	________
RUNNER-UP	________
STRATEGY GAME OF THE YEAR	________
RUNNER-UP	________
BEST ARCADE STYLE GAME	________
RUNNER-UP	________
BEST ORIGINAL GAME	________
RUNNER-UP	________
BEST SOUNDTRACK	________
RUNNER-UP	________
PROGRAMMER OF THE YEAR	________
RUNNER-UP	________

NAME ________ ADDRESS ________

________ COMPUTER OWNED ________



NEXT MONTH

Welcome to 1987 — the year when C+VG, the world's most elegantly wasted computer games magazine will get bigger, brighter and a whole lot more fun. Why read two magazines to get an overall view of computer games, movies, music and the hi-tech world around you when C+VG can bring it all to you in one neat package? We begin our lifestyle enhancing look at the new year next issue with a whole bunch of fascinating features. *Cholo* is the game *Firebird* hope will take up the games challenge where *Elite* left off. We've got an exclusive rat's-eye view from the *Cholo* programmers at *Solid Image*. A players guide, a competition, plus lots more. Remember *Gerry Anderson*, the innovative creator of *Thunderbirds, Captain Scarlet, Joe 90, Space 1999* and other cult TV shows? Well we've got an in depth interview with the man himself, plus a chance to win some classic *Thunderbirds* episodes on video. *Keith Campbell* starts a new feature in his Adventure pages next issue. Every month from now on, KC and his sunshine band of adventure tipsters, will be bringing you a COMPLETE solution to much loved adventures! Next issue it's *The Hulk*, the first of the *Questprobe* series. Everyone is chasing *Clare Edgely*, queen of the arcade tipsters, in an attempt to take her crown. But C+VG readers KNOW who's being covering the coin-op scene the longest — AND doing it best. All this plus an amazing American Football competition and free Nexus game offer. Plus the regular features you've come to know and love. So don't miss the March issue of C+VG. Your life just wouldn't be stylish without it. . .

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C+VG COMPETITION 2



DODGY GEEZERS

Something definitely dodgy is going on here, John. *Melbourne House* are actually GIVING away games! Doesn't seem right to me. But not being one to look a gift horse in the mouth I think it would be well worth your while sussing out this competition. After all it's not every day you get to win **Arthur Daley**'s own **Trilby** hat is it. Or a copy of **Arthur Daley's Guide to Doing it Right**. Or a FREE copy of that nifty adventure **Dodgy Geezers**. Know what I mean, John? Even the second prize winner is on to a nice little earner — a copy of the book plus a game. And then 50 runners-up will be able to get their hooks into a copy of the highly praised Lever and Jones adventure. I'd get in on this caper as soon as you can, John, before the Wizards from Oz change their minds.

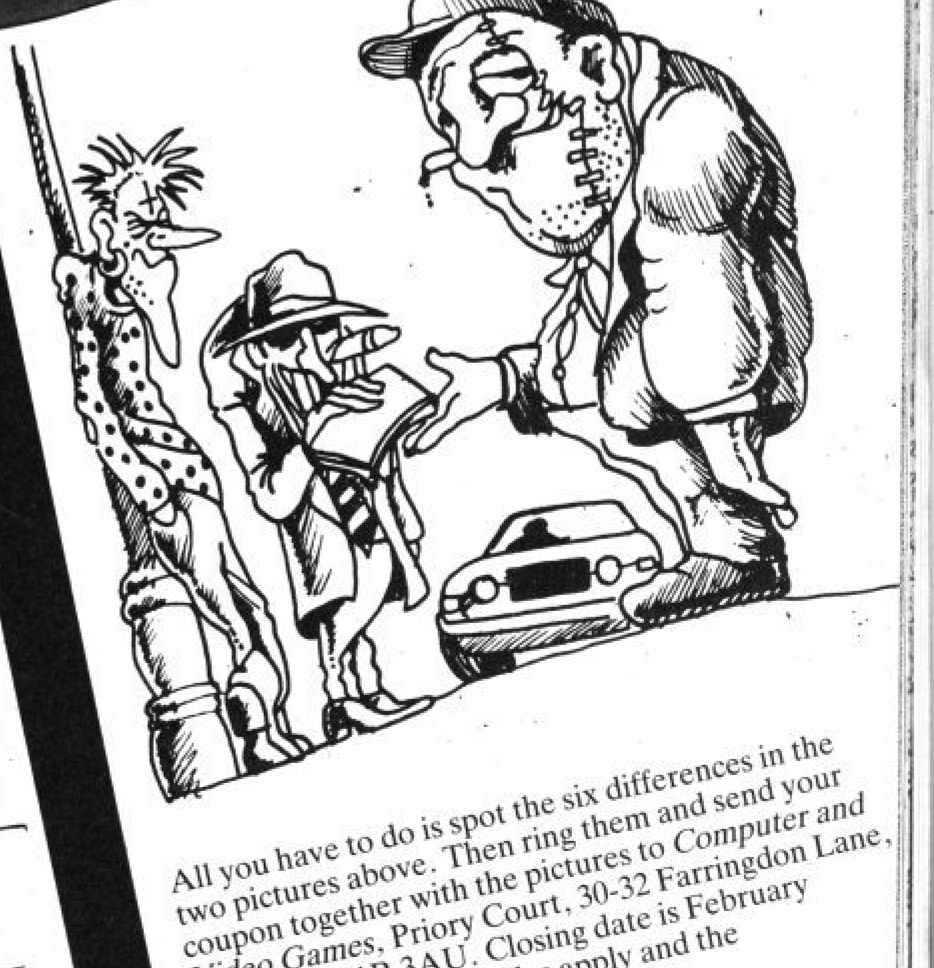


C+VG/MELBOURNE HOUSE DODGY GEEZERS COMPETITION

Name ____________________

Address ____________________

Computer owned (tick box) Spectrum ☐ Amstrad ☐ C64 ☐ BBC ☐



All you have to do is spot the six differences in the two pictures above. Then ring them and send your coupon together with the pictures to *Computer and Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is February 16th, normal C+VG rules apply and the Godfather's decision is final.

C+VG COMPETITION 4

Marble Madness

We don't want you losing your marbles so we're giving some away! Well, Melbourne House are giving them away really. We've got TWO Newton's Cradles — those fascinating toys which every top executive has on his desk — to give away in our extra-special Marble Madness Competition. And 25 runners-up will get a copy of the new Marble Madness Construction Set, available for the Amstrad and the Spectrum.

All you have to do is fill in the missing words in the game titles below and write us an amusing caption for the picture of Melbourne House people Jo Meads and Jane Denning. Easy huh? Send your entries to *Computer and Video Games*, Marble Madness Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is February 16th, normal C+VG rules apply and the Ed's decision is final. Start the ball rolling and enter today!

1) Way of the Exploding Marble
2) Marble Bill
3) Redmarble
4) Lord of the Marbles
5) Say Marble!

Just fill in the "marbles" with the REAL words!



▲ Melbourne House's Jane Denning and Jo Meads

C+VG/MELBOURNE HOUSE MARBLE MADNESS COMPETITION

Name ____________

Address ____________

Computer owned (tick box) Spectrum ☐ Amstrad ☐

My caption goes like this ____________

The missing words are:

1 ____________
2 ____________
3 ____________
4 ____________
5 ____________

C+VG COMPETITION 5

Calculator

Are YOU a calculating character? If you are, you'll want to get your hands on this wonderful addition to your lifestyle. An exclusive designer calculator from Mikro-Gen as used to add up the scores at the recent National Video-Games Championship! We've got five of these classy calculators to give away plus five copies of Mikro-Gen's latest game Cop-Out for the runners-up. All you have to do is answer the calculated questions and make every answer count. Easy huh? Not really . . .

C+VG MIKRO GEN COP OUT QUIZ

1. How many Wally games have been released by Mikro-Gen?
2. How many Weeks in paradise were there?
3. How many relatives has Wally got?

C+VG/MIKRO-GEN COP OUT COMPETITION

Name ____________

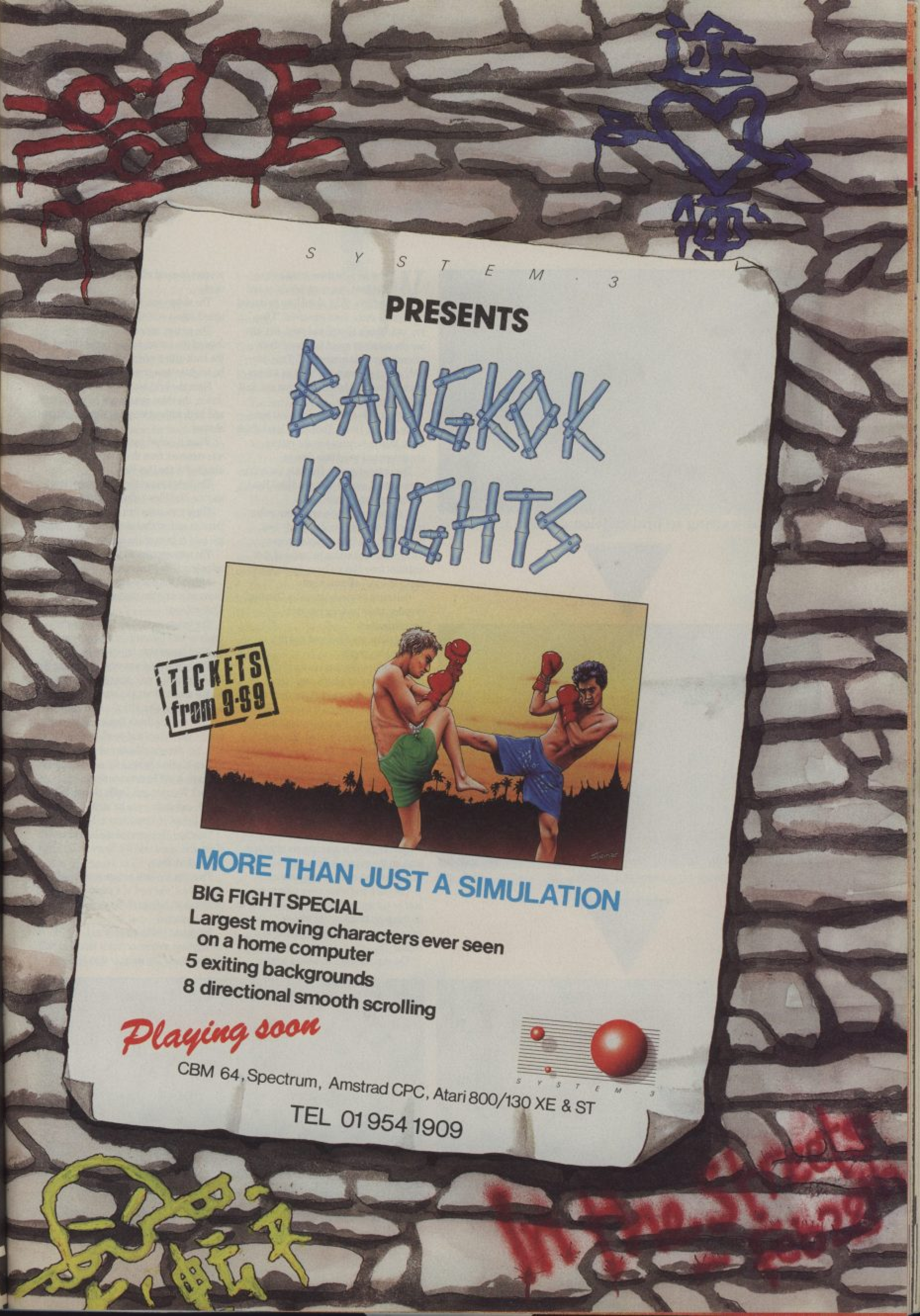
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My answers are:

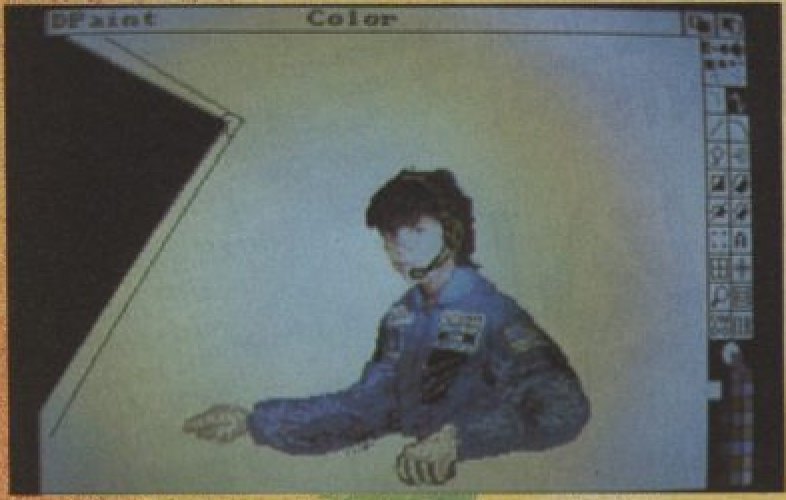
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Calculator


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Here's Jill waiting to find mission control . . .



Hey! Here comes the control desk . . .

We've all seen those great looking digitised images on television and in films. Why should we be denied the right to make them ourselves? "Okay", you say, "that's all well and good, but who has the money to spend for one of those expensive graphic computers?" True, you CAN go out and spend £30,000 on a fancy machine, but why bother when you can do it all for a lot, lot less?

In the article on *Space Camp* last issue, Greg, Jill, Liz, David, Todd and Chris talked about their experiences on the various simulators and weightless devices.

The pictures used to illustrate the article were created using a digitiser. How? Read on, brothers and sisters . . .

It starts by loading a single-lens reflex camera with slide film. Everybody took turns getting in front of a plain paper background, and acting out some of their activities from *Space Camp*. An electronic flash "freezes" all movement.

Balancing on stools simulates "floating" in space, while jumping becomes "weightlessness."

The slides are developed and the technical fun begins.

A Digi-View digitiser is attached to the parallel port of an Amiga computer.

This device receives a signal from a black and white video camera (Panasonic WV-140), which gives the high-resolution image necessary. Three filters (red, blue and green) are included and are used to produce the colour image.

Since each filter requires its own scanning time of about 10 seconds, you can't easily use a "live" model. That's why slides are a good way to work with "live" subjects.

The computer image appears after each scan, so the camera is first attached to the composite port of the Amiga monitor.

The black and white video picture can now be centred and focused. Another way to do this is by attaching the camera to a video-cassette player and watching on regular TV.

The camera needs to be on a solid support to avoid vibrations, a tripod was used.

The slides were placed in a projector and aimed onto a rear-view daylight screen.

The picture appears normally on the front of the screen, having been bounced off the back with a mirror. The image will also be brighter than projecting onto a wall.

Since the light beam is to the side of the screen, the video camera can be moved back and forth without worrying about casting a shadow.

When it looked good, the camera cable was removed, from the monitor and attached to the Digi-View.

The lights were killed to prevent glare and the Digi-View software set in motion.

Three exposures had to be made, one through each of the coloured filters (which are held in front of the camera and rotated.

The scan appears on the screen and takes less than 30 seconds.

After all three are done, you have the choice of seeing the digitised picture in 4,096 colours.

The image was saved. Now we were ready to load DeluxePaint and put our digitised image onto the electronic canvas.

The background was removed so that it didn't get in the way. Magnify and draw an outline around what you want and then blot out everything else with the fill command.

Then use the Brush feature which can modify the picture and do all kinds of things to it, like changing the size or rotating it.

Now it's time to head for outer space. In this case, it will be artwork drawn by Mitchell Waxman and Delfin Barral. Both are 19, and studying to be cartoon artists, at the School of Visual Arts in New York.

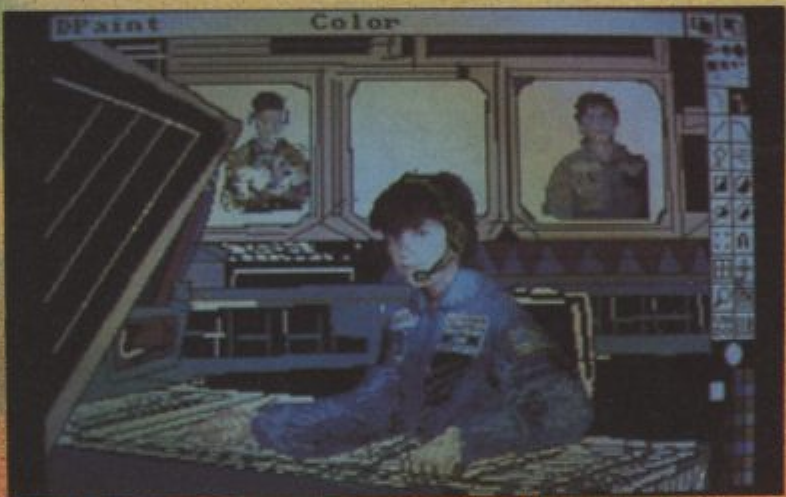
Together, they created the backgrounds of sky and space that the *Space Camp* kids have talked about.

Then the digitised picture is dropped into place, like it was part of a paper collage (although no collage allows so much creative control).

Mitch and Delfin magnify and work on the digitised picture so that it blends in with their artwork. The result is that Jill is



At last, windows. Let's see if these controls work . . .



Yeah! Got something. But it isn't *Miami Vice* . . .

ting pixels

rocketing between the stars in a jet-pack, while Greg and David try to fix the jammed cargo doors of their Space Shuttle.

Shooting slides and combining them with artwork is just one way to do digitisation. The video camera could have been used on a copy stand and focused on line-art or pictures from magazines. Or aimed out the window, even at the computer itself.

A black and white image can be digitised, printed out and then coloured. Since there's only one scan for black and white (using the red filter), let someone hold still and pose.

When making the exposures for the 3-D effect; first expose using the video camera with the RED filter setting on the Digi-View screen — BUT DON'T USE ANY FILTER IN FRONT OF THE CAMERA!! Then digitise with the Green setting, and again no filter. The camera is moved laterally just a few inches between exposures (you have to experiment), and then the lens should be again aimed at the object(s).

The result will be a picture that's slightly askew, and crazy looking. But put on a pair of red/blue glasses and WOW!

But what about those without an Amiga. What's wrong with the 8-bit machines? Nothing at all, because you can digitise in black and white here too.

In these cases, use *Computereyes* with your Atari or Commodore 64.

The interface simply plugs into the computer (the two joystick ports of the Atari or the user port of the Commodore64), and comes with the software to do exciting black and white digitisation.

The procedure here is even simpler than it was for colour. There's only one scan, and it is short enough to be used with a live model.

Aim the camera at the subject to be digitised (remember to plug it into the interface).

Run the software and adjust the sync knob on the interface until you're told to stop. Then set the brightness by rotating another knob.

Now focus the camera (again you'll need to use a monitor or TV to do this).

Press the key for a normal capture, and watch the image appear after about six seconds.

Those really adventurous can go to Graphics nine on the Atari, which creates a picture with 16 levels of grey. It takes almost 90 seconds, but it is possible for a person to hold still long enough.

You can use any kind of video source that will stop and display a single frame, like a video-cassette player or a laster-disc.

When you're satisfied, save the image to disk. It can now be used as a painting file, loaded into most painting programs and played around with and coloured.

There are even special programs to include the image with the *Print Shop, Koala Pad, Doodle* and *Flexidraw* formats (Commodore 64 only, the Atari digitised image works with *Atari Artist* and other compatible formats).

There are additional tricks that can help in working with a digitised image in DeluxePaint. One is being careful with colour selection. For *Space Camp*, the people were loaded first as Brushes, and then the art was drawn using their palette.

You can also use the Remap feature to match up any picture with a previous one, but this is sometimes disastrous — especially as flesh tones create a lot of orange and red tones. Of course, you can alter colours that aren't important (usually black and white). Taste will tell.

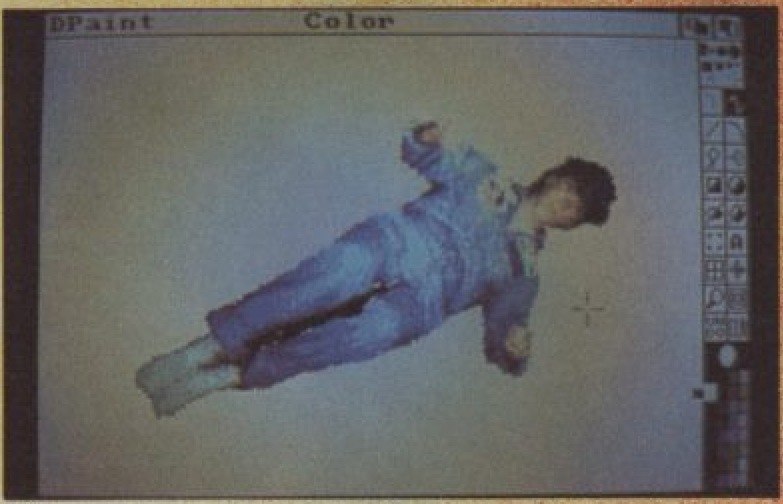
Another discovery is that you can "lift" an image out from its background, turning it into a movable output, sort of like a colourform.

Here's how: Let's say we have a digitised picture of a tripod. Draw around it with the background colour, using the Zoom feature.

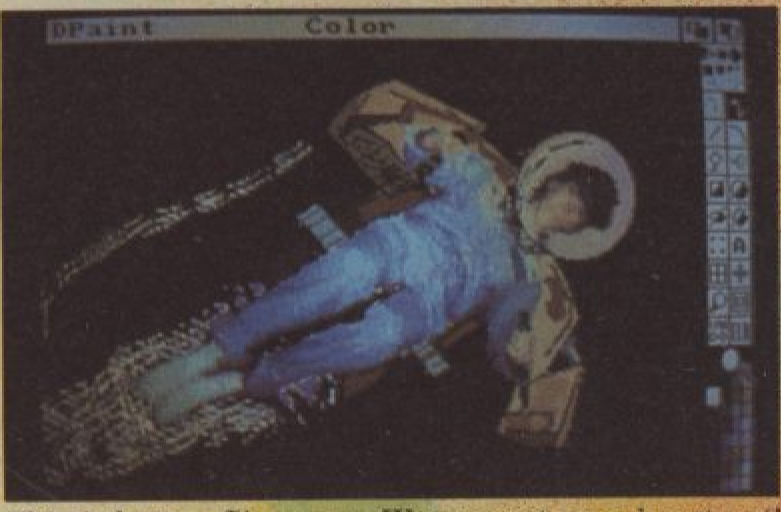
This is the same colour that is used when you press the right mouse button (black works well).

When done, you now have just the image you want outlined. Select the Brush feature, and make a rectangle around the image, and around the unwanted background.

Continued on page 85



Whoops! I must have touched the wrong button!



This is better. Sigourney Weaver eat your heart out!



Perhaps if I try adjusting the horizontal hold . . .



To boldly go where no pixel has gone before . . .

pulsating pixels


Low level scan of Michelle


Four-level scan


Eight level scan


High contrast scan


16 level Atari graphic scan

Pick up the image and then choose the Object mode in the Colour menu. This makes the background (black) disappear. The image is now free of anything outside of what was outlined, and can be dropped on top of another picture without disturbing anything.

Digitisation certainly does look neat. The best thing about it is that you don't need a lot of equipment, or technical knowledge to be able to do it. Just some inexpensive hardware, a camera and the desire to have fun.

Author's bio: Marshal M. Rosenthal is a photographer based in New York. He also writes for a number of domestic and overseas publications on topics dealing with computers, video and high technology.

● Original artwork drawn by Mitchell Waxman and Delfin Barral

Product information:

COMPUTEREYES:
Digital Vision, Inc.
14 Oak Street, suite 2
Needham, MA 02192 USA
U.K. Distributor:
Stern Computing
3 Black Ness Avenue
Dundee, Scotland DD2 1ER
Computereyes Package — Hardware and software for the Atari XL Commodore 64 (excluding camera):
$129.95 US Dollars
Commodore 64 modification disks:
$15.00 US Dollars
Atar Graphics 9 disk:
$15.00 US Dollars

DIGI-VIEW:
New Tek, Inc.
701 Jackson, suite B3
Topeka, Kansas 66063 USA
Digi-View Package — Hardware and software for the Amiga (excluding camera):
$199.00

DIGITISING IN THE UK!

Do-it-yourself digitising doesn't come cheap. These pixel pulverising packages start at around £60 and cost up to £300, depending on what computer you have.

But the Americans DON'T dominate the market. We Brits are very much in the picture too.

The *Watford BBC Digitiser* is generally reckoned to be one of the most sophisticated around. And at £95 it's by no means badly priced.

It allows images to be compressed and stored on disk and copied to any Epson-type printer. Scans take 1.6 seconds. Black and white levels can be adjusted manually, automatically and reversed.

If you own an Atari ST and are still flush with cash, why not try the *Haba Video Digitiser*. At £299.95 it's no bargain basement buy.

It consists of a main unit with its own external power supply. And the on-screen display give you four pull down menus and which allow you to set the size, scan lines, flip, insert, zoom, flip and print-out.

Scanning is not particularly quick — around 10 seconds. It does however make use of the ST's multitude of colours. They can be assigned to the Haba's 16 shading levels.

For the Commodore 64 there's the *Print-Technik 64 Digitiser* at £69, complete with a package of application programs on disk.

Images are created at full 64 resolution. Function keys can be used to assign any of the 64's 16 colours to their four grey scale levels in the picture. You can also scroll round the main image.

And for £126.50 you can get the *Sunset Digitiser* for the Spectrum. Contract and scoll around the image can be altered. The image — which must be still — can be saved to tape or microdrive. Image resolution is slightly higher than the Spectrum display.

If you can't afford the pricey Sunset Digitiser, then for £69 try the *VideoFace*. Pictures are scanned every 0.27 seconds. Images can also be saved to cassette and microdrive. The software is menu driven.

The *Amstrad Video Digitiser* samples pictures at 1/50th second, enabling moving pictures to be captured, resolution is 65,536 pixels and images can be stored on tape, or disc or saved to printer.

PRODUCT DETAILS

● Watford BBC Digitiser, Watford Electronics. £95. 0923-37774.
● Haba Video Digistiser, Haba Systems. Atari ST. £299.95. 01-751 6451.
● Print-Technik, Supersoft. CBM 64. £69. 01-861 1166.
● Sunset Digitiser, Sunset. Spectrum. £126.50.
● VideoFace, Romantic Robot. Spectrum. £69. 01-625 9463.
● Amstrad Video Digitiser, J. Morrison. £59.65. 0532 537507.




16 level Atari graphic scan



My goodness — Guinness!


My goodness!


Take the tube!

C+VG

IN PURSUIT

It's pantomime season! Oh no it's not. Oh yes it IS! And C+VG is determined not to be left out. But our panto is one with a difference because it's based on those weird and wonderful people who make up Infocom, America's top adventure creators. Here scriptwriter Marshall M. — look out he's behind you! — Rosenthal takes you on a light-hearted, or is that light-headed, adventure through the realms of Vezzaville . . .

CAST OF CHARACTERS

UNCLE PARSER/Dave Lebling: ***Author/co-author of adventures that include Zork 1-3, Starcross, Suspect.***
YOU: ***Delve into the unknown world of programs yet to be.***
JEBEDIAH/Steve Meretsky: ***Author/co-author of adventures that include Planetfall, Hitch-Hikers Guide, Leather Godesses.***
ZEBULON/Tara Dolan: ***Purveyor of hidden dreams.***
CHUGGO/Dave Anderson: ***Newly grown author of Hollywood Hijinks.***
CYRUSS McGEE/Amy Briggs: ***A woman of mystery.***
DOCTOR GOODBODY/Jon Palace: ***Creative deity.***
ELMIRA BAT/Tomas Bok: ***Another delver.***
ABDUL/Steve Galley: ***Author/co-author of adventures that include Moonmist, The Witness, Seastalker.***
MR ZEKE/*Carol and Debbie.*





Scene One: THE TOWN GREEN
You are at the Town Green of picturesque, low-budget Vezzaville — also known as Cambridge, Massachusetts.

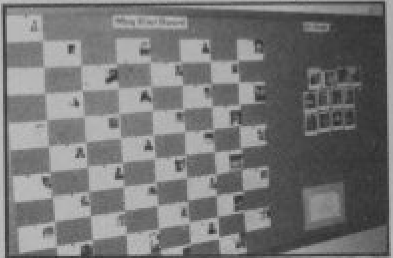
***Vezzaville is a fun and happy place where everyone dresses up like an escapee from a mental institution, and likes to have thier names written on cards hung around their neck — these are not real bright folks. It is also the home of* Infocom.**

But all is not well. Someone has stolen the company's all-powerful Command Parser and replaced it with a head of lettuce.

None of their programs will run. Not* Spellbreaker *or* Seastalker, Ballyhoo *or* Deadline. *Gamers throughout the world are in an ugly, ugly mood. Unless the Parser is found and restored, the only product coming out next will be salad-fixings.

You and two friends, Jebediah and Zebulon, decide to find the culprit and thwart this plot against text adventure games. You check your pockets and find you have a Yo-Yo and 20 dollars.

ZEBULON: Where can we start looking?
JEBEDIAH: I know. Infocom's office has this mug-shot board. Maybe we can find a clue there.
YOU: Sounds good. Let's go.



Scene Two: INFOCOM
Infocom is located in an industrial complex, with corridor after corridor of rooms and hidden spaces. Everyone there is in a gloom, and ignores you. After hours of searching, you come upon a bulletin board mounted to the wall.

JEBEDIAH: What did I tell you? Look, the cards tell all about the people working for Infocom.
YOU: Even their favourite colours and astrological signs.
ZEBULON: I didn't know that most of them went to the same school, M.I.T. (Massachusetts Institute of Technology).
JEBEDIAH: It says here that *Zork 1* was put together in a guy's apartment, 'cause there wasn't an office yet.
YOU: What is this card on the floor? Let's examine it.
You star at the large, white business card. Being on the floor has left its toll, and it is covered with shoe marks and minor debris. Underneath the card is a floppy disk.
JEBEDIAH: We should take the floppy disk
ZEBULON: Okay.
YOU: This card must be a clue. I can make out the name, it's Doctor Goodbody. Let's search the building for the Doctor.



The three of you begin your search. Within minutes, you find the Doctor lounging against a wall, oblivious to all the suffering going on around him.

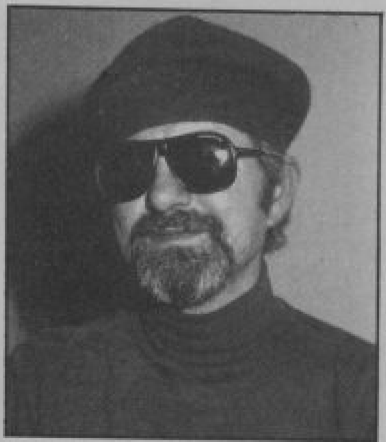
ZEBULON: Doctor, we feel terrible.
DOCTOR GOODBODY: That's too bad. Everyone should feel good (but get sick so that I can keep making a living). What's wrong?
JEBEDIAH: Infocom's Parser is missing.
DOCTOR GOODBODY: Hmmm. 'Fraid I can't help you now, gotta do some laundry. Tell you what — go talk to Elmira Bat, the town gossip. She knows everything. Even how you get past the intelligent door in *Hitch Hiker's.*
YOU: Okay, we'll go there now.



T OF INFOCOM



Scene Three: HOUSE OF THE TOWN GOSSIP
Elmira Bat's house is old, rickety, and made of tan wood. A bit afraid of strangers, she consents to speak with you through her window.
ELMIRA: What do you kids want?
JEBEDIAH: We're trying to find the Parser. Doctor Goodbody said you could help.
ELMIRA: Scram! Shoo! Get out of here! Dumb kids!
You have an idea. Reaching into your pocket, you pull out the Yo-Yo and give it to Elmira. Her face lights up in a smile, and she asks everyone inside for tea and cakes.
YOU: Elmira, where is the Parser?
ELMIRA: I don't know. Missing, you say, maybe stolen? Sounds like the work of that crazy old coot Abdul. He's always up to no good!
ZEBULON: Where can we find him?
ELMIRA: Abdul lives in a tent down by the riverfront. But be careful — he's a strange one.
YOU: Thank Elmira.
ELMIRA: You're welcome. Oh, I just heard. Look out for somebody called the Funny-Faced One.

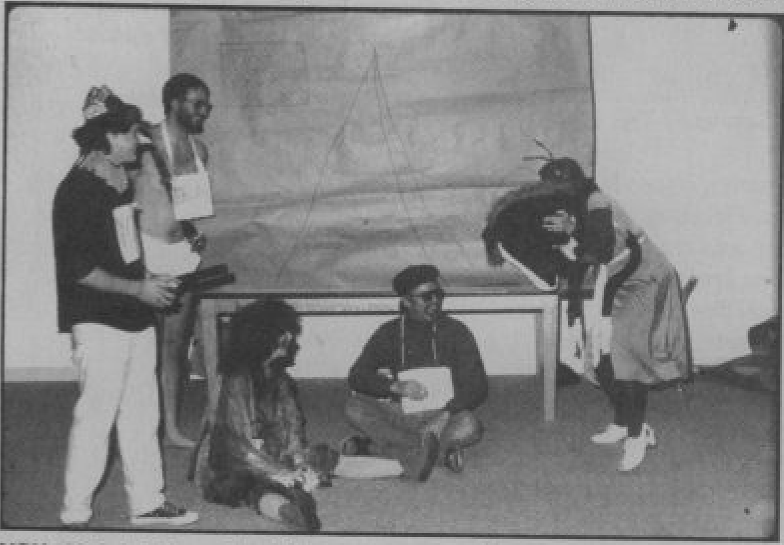




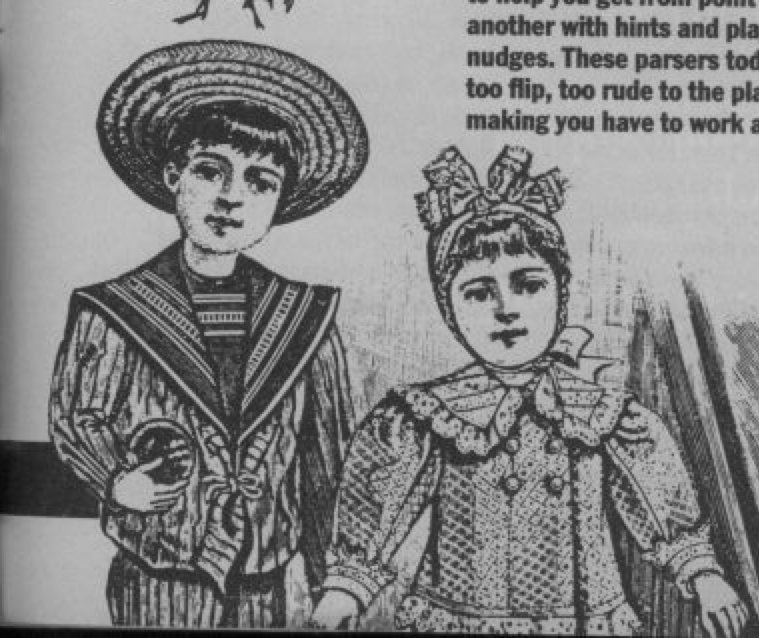
Scene Four: Abdul's Tent
Abdul is sitting in his all-cotton, wash and wear tent. He frowns as you enter.
YOU: Abdul, what can you tell us about the Parser?
ABDUL: *Does not respond!*



ZEBULON (*taking your 20 dollars*): I know, let's give Abdul some money.
ABDUL: *Pockets the money!*



YOU: Abdul, tell us about the Parser.
ABDUL: You know kids, me and the Parser go way back, all the way to the early '80s. I helped to make him friendlier, more willing to help you get from point to another with hints and playful nudges. These parsers today are too flip, too rude to the player; making you have to work at a puzzle until you're all frustrated.
YOU: Ask Abdul about the Funny-Faced One.
ABDUL: You interrupted me. Now take my nice mule, Mr Zeke, for example. I can make here whinny, bow her head and tap her hoofs three times. Those less friendly parsers would make her have to start all over and repeat all the stages again if she missed one of them. I don't like that, a parser should help you along and encourage you.
YOU: But where can we find the Parser?

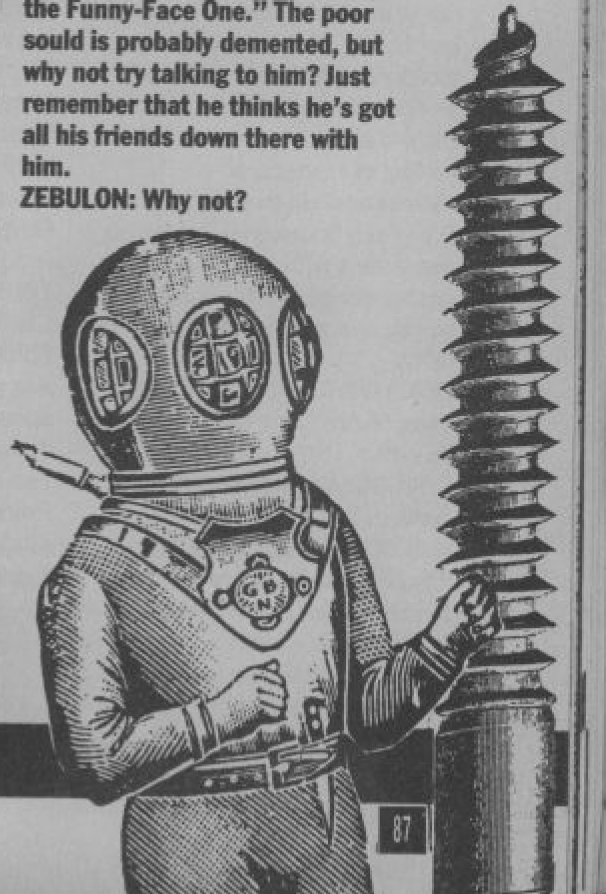


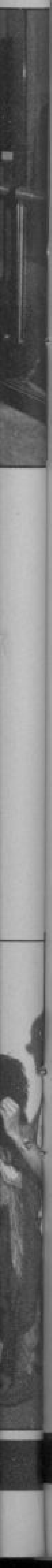


ABDUL: Ignores you and plays with his feet. Finally in exasperation, Zebulon grabs Adbul and spins him around. He begs for mercy and tell you that he heard through the grapevine that Cyruss McGee, Pastor of the Church of the Unrelenting, has a weakness for good looking parsers.
JEBEDIAH: The Church is just around the corner. Last one there's a rotten egg.



Scene Five: IN THE CHURCH
The Church is very modern and quiet. Paster Cyrus McGee bids you enter. The three of you sit down. McGee arranges himself before a stained glass window so that the light strikes his hair and creates a halo.
PASTOR: What can I do for you?
YOU: Pastor, give us the Parser.
PASTER: I don't have it lad.
JEBEDIAH: Abdul said that you would know where we could find him?
PASTOR: I don't know anything about the Parser. Abdul has probably been taking drugs again. But maybe I CAN help. I have a boarder living downstairs who's always muttering things. "Unlock the box," take all, kiss the Funny-Face One." The poor sould is probably demented, but why not try talking to him? Just remember that he thinks he's got all his friends down there with him.
ZEBULON: Why not?





IN PURSUIT OF INFOCOM



Scene Six: BASEMENT OF THE CHURCH

The basement of the Church is damp, and there's only a 40 watt bulb lighting a single dusty corner. Huddled there is Chuggo, who is playing with a set of children's blocks. One of the blocks has the word Hollywood printed on it.

JEBEDIAH: Chuggo, do you know the Funny-Faced One?

CHUGGO: It's funny you should ask. We're related, once removed on my mother's side.

YOU: Ask Chuggo where he is.

CHUGGO: I'm right here.

YOU: Chuggo, where can we find the Funny-Faced one?

CHUGGO: I wish I could help. I'm just finishing my exciting escapade in La-La Land (Los Angeles), and now I've no Parser to make it work. I used to do testing and so got along real well with the Parser, but now that I'm doing my own game — I guess I lost touch. It's just that you get involved with the other people working here, and not just the writers alone. There's a great feeling of respect, of camaraderie between everyone. It's great, 'cause you know that everyone's willing to share their past experiences and knowledge so you can go on and do your own thing.

ZEBULON: Ask Chuggo if the Funny-Faced One took the Parser.

CHUGGO: All he took was my cookies last time I saw him.

JEBEDIAH: Chuggo, shut up!

Chuggo's feelings are hurt. He huddles back into his corner.

YOU: Examine block.

Which block do you mean, the one with the letters spelling out Hollywood, or Chuggo's head.

YOU: Examine the blocks with the letters on it.

JEBEDIAH: There's a note attached. It says "Dear Chuggo, sorry to eat and run. Look for me at the Haunted House and I'll straighten everything out. Your cousin, the Funny-Faced One."

ZEBULON: There's a map to follow too.

YOU: Goodbye Chuggo.

CHUGGO: Listen. Before you go. Who's this person with the funny hat?



Scene Seven: AT THE HAUNTED HOUSE

The Haunted House is at the edge of town. Pieces of the door are missing, and most of the glass has been broken out from the windows. One window, however, is still whole. As you look at it, a series of strange faces appear. Then a voice calls out.

FUNNY-FACED ONE: Is that you Chug?

JEBEDIAH (*whispering*): Let's get out of here!

ZEBULON: Sissy. No, it not Chuggo. It's us. Why have you taken the Parser?

FUNNY-FACED ONE: I've never taken anything from anyone. Except Chuggo's lunch on occasion.

YOU: Funny-Faced One, where is the Parser?

FUNNY-FACED ONE: Is that all? I was getting worried, like it was something important. Just go down to the Kusma night club.

The window darkens and the House shudders faintly. You decide to take the advice and leave.



Scene Eight: INSIDE THE NIGHT CLUB

The night club is dark and smoky. It's packed with Vezzaville-ites. Everyone is smiling and have a great time. The sounds of a performer making jokes reaches your ear, but your view of the stage is blocked by a woman wearing a chapeau the size of the Empire State Building. Suddenly the hat dips, and you get a clear view of the stage. To your surprise, it's the Parser doing a stand-up comedy routine. Jebediah and Zebulon join you on stage to confront the Parser.



JEBEDIAH: Parser, are you okay?

PARSER (*gesturing wildly with his left hand*): Go away boy, you're breaking up the act.

YOU: Parser, what is going on.

PARSER: Can't you leave me alone? Did you ever stop to think how tired I am of doing all the work in those Infocom games? Parser do this, Parser do that. Sure, maybe I'm the best in the business, efficient, smart, glib. That's good to hear, but then it's back to describing locations and opening doors. Do you have any idea how many times a day I have to "Inventory"?

ZEBULON: Ask Parser about the Funny-Faced One.

PARSER: Stop the third-person stuff. He did me a favour. Infocom had stuck me with an all night test for one of their new programs, and I needed some fresh air. You'd think a bunch of guys from M.I.T. would know better.

ZEBULON: Parser, please come back.

PARSER: That's bad phrasing toots. Whoops, there I go again.

YOU (*pulling out a floppy*): Parser, put yourself into the disk.

PARSER: Well I was getting a bit homesick. Okay, I'll come back. But I want alternate Tuesdays off from now on.

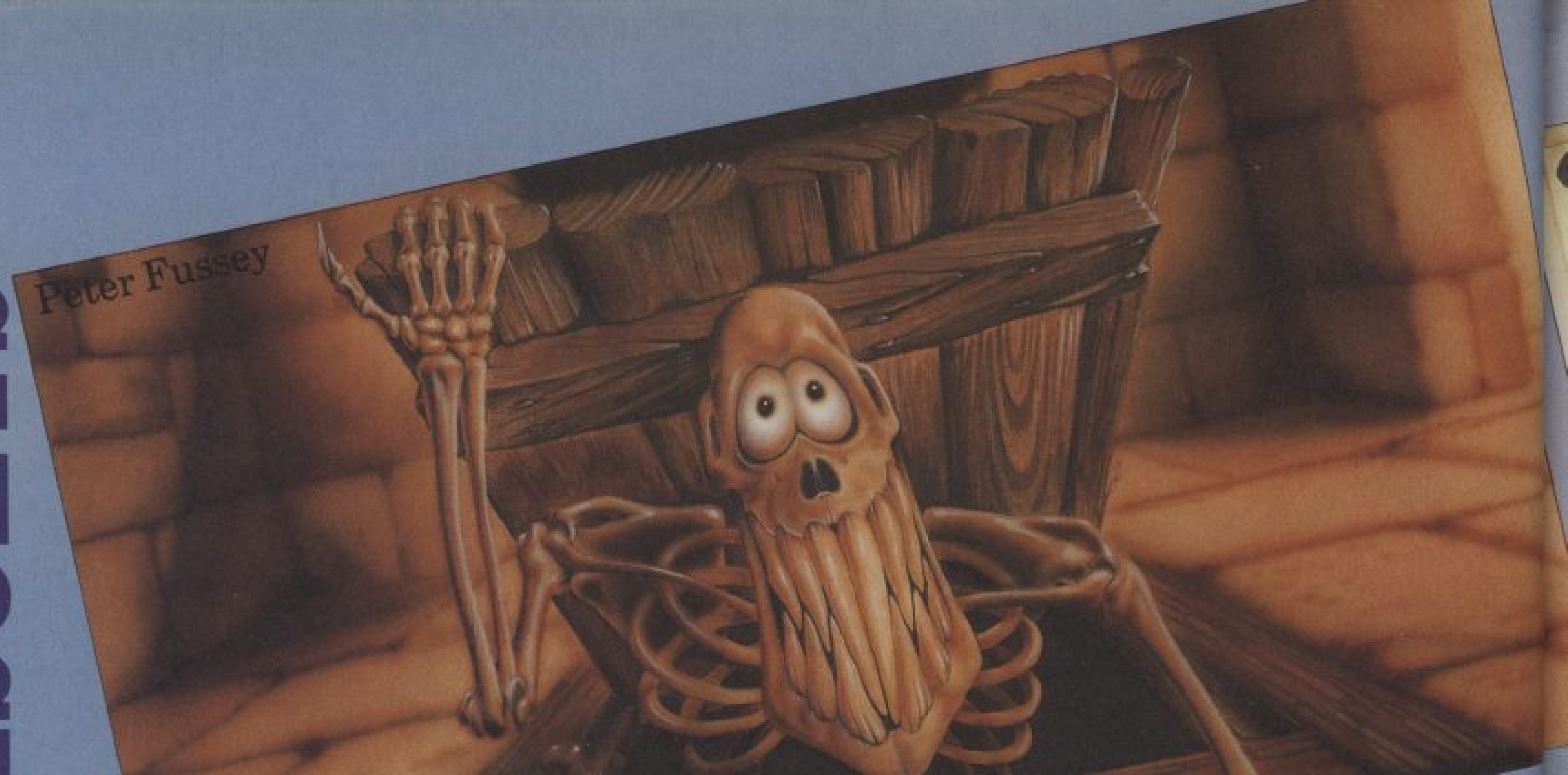
The Parser disappears. Within moments, all the Infocom programs are again running full-blast. A great sigh, as if from the collective unconsciousness, arises. Everything's fine now — watch. Go North.



The three of you return to Infocom's headquarters. You look up and are greeted by cheers and praise from the author's of the various games. Then the voice of Info-Man resounds in your ears: "Ye who have done this thing are blessed by us, and shall be first among all others in score and rank." Thus ends the adventure.

Author's bio: Marshal M. Rosenthal is an advertising photographer based in New York. He also writes for a number of domestic and overseas publications. Special thanks to Steve Meretzky for the use of Halloween game concept/names, and the folks at Infocom for the use of their likenesses!

COMPETITION RESULTS


Peter Fussey

You weren't afraid to open up The Trap Door, were you? We had literally hundreds of entries for our Trap Door Monster Competition featured on the back of the IDEAS Central Handbook in November. Shame you can't all win a prize. Lots of hard work and imagination went into all the entries and it WAS really tough deciding on the winners and runners-up. Still, we had to make our minds up so here are the results!

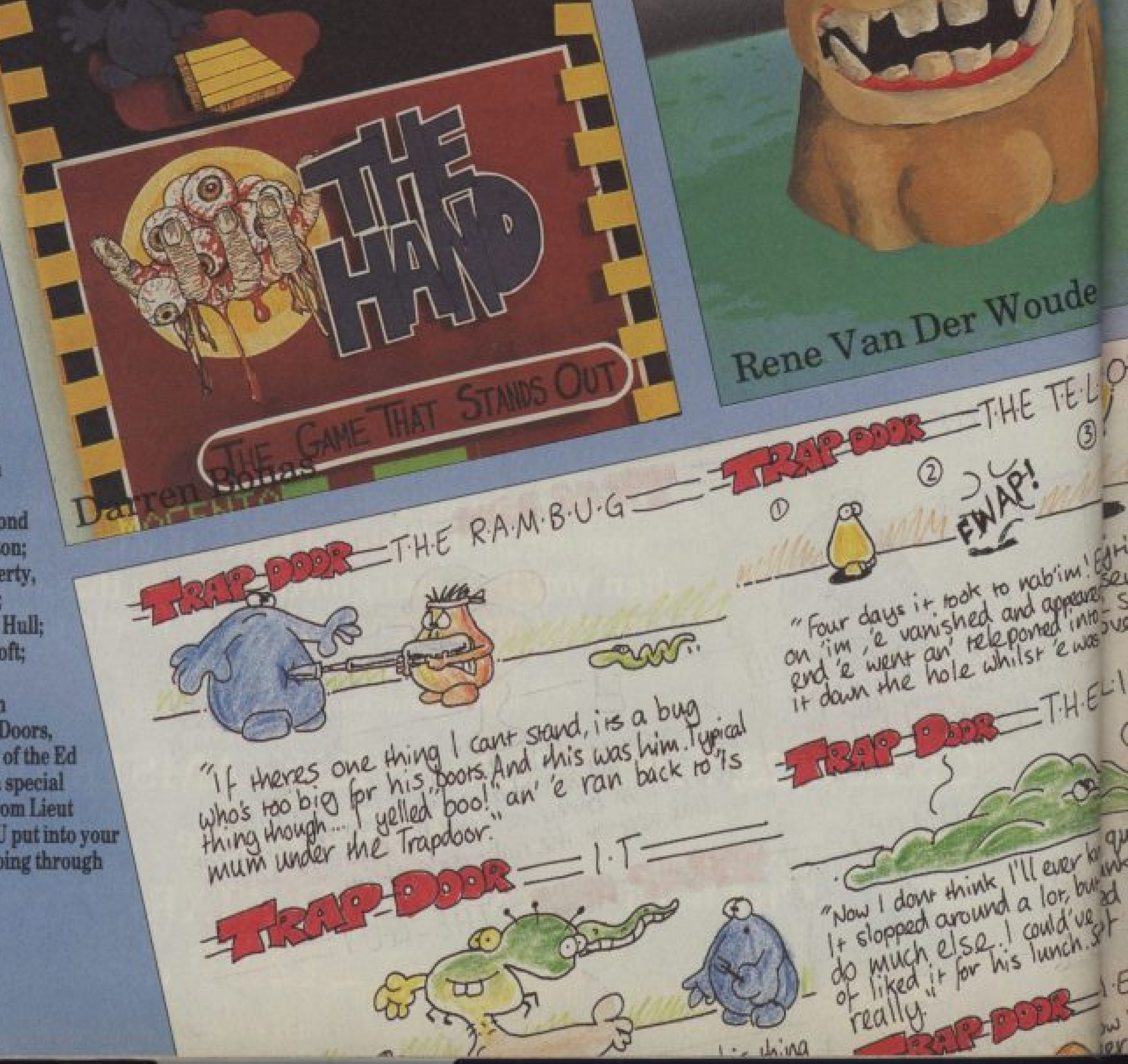
- Five first prize winners: Darren Bonas, Newcastle-upon-Tyne; Lorraine Fisher, Whitstable; Charlie Brooker, Brightwell-cum-Sotwell; Peter Fussey, Hull; Rene Van Der Woude, Holland; A Hewitt, Consett. All five get a copy of the game plus a special 12-inch picture disc of the TV series theme tune plus a Trap Door t-shirt.
- The following 15 runners up get a copy of the game. They are; Tim Twelves, London; S. Rushbrook, Tollesbury; Kevin McCall, Kilmarnock; Jason Rymer, London; Elliot Elam, Macclesfield; Raymond Young, Standish; Anthony Griffin, Wollaton; Matthew Nickson, Buckley; Andrew Hagerty, Calderwood; Anthony Hughes, Treorchy; Shuman Basar, Blackpool; Nicola Evans, Hull; Ian Rose, Redmile; Howard Riley, Lowesoft; Ronan Healy, Castle Pollard.

Many people actually went further than drawing a picture and made model Trap Doors, booklets of monsters and even a drawing of the Ed with four arms! Christopher Butler gets a special slimely prize for his entry — and a visit from Lieut Laww!! Thanks for all the hard work YOU put into your Trap Door pictures we really did enjoy going through them…



Darren Bonas


Rene Van Der Woude







Lorraine Fisher

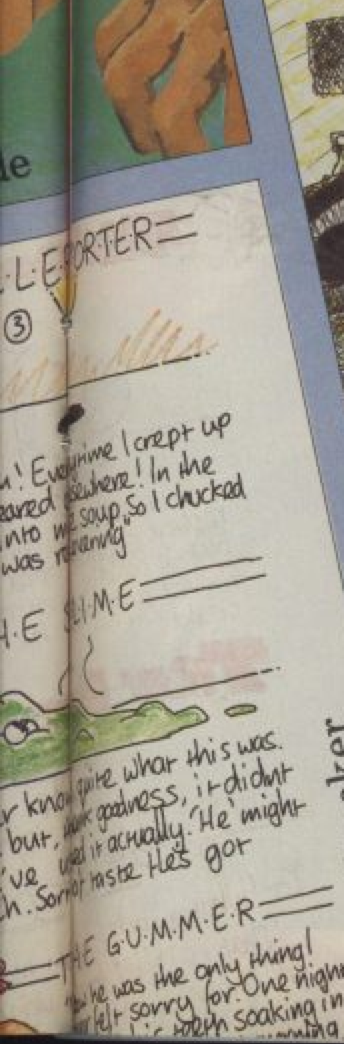


Ronan Healy



Stephen Rushbook

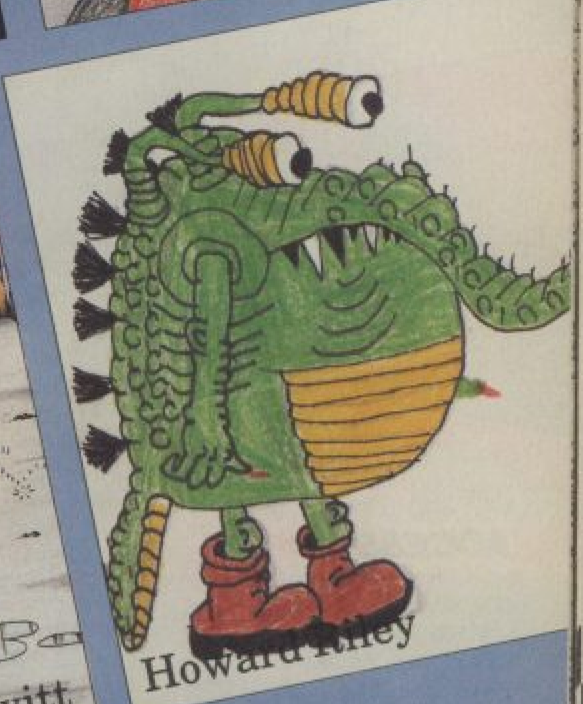




Charlie Brooker



A. Hewitt



Howard Riley



STRIKE
Experience the exhiliration of big league bowling with outstanding graphics and a true perspective action view.
Multiple levels of play, realistic pin action and automatic scoring make 10th Frame a bowling reality the whole family can enjoy. You may even be tempted to invest in high time bowler shoes and shirt once you've become obsessed with this addictive game.
Another smash hit from the creators of that simulation sensation "Leaderboard".
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STRIKE
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I.D.E.A.S CENTRAL



Hi Melissa here. This month we have some pretty good hints, tips and pokes along with maps of Dandy, Uridium for the Spectrum and Ninja for the Atari. So what are you waiting for, get reading! Remember to send your letters to Melissa Ravenflame, I.D.E.A.S Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And don't forget to enclose a recent photograph of yourself. See you next issue!

COMMODORE

Stephen Payne of Sheffield has solved the **Sacred Armour of Antiriad** with these hints and our players guide printed a couple of months back, you'll have no problems.

When you start the game and there is no gorilla above you, keep restarting the game until there is. From this point go left for four screens.

Go to the armour and enter it. Now jump up to the left and then again. Keep going left until you come to a gap.

Jump down it and go along the platform and up the other side. Carry on going left until you come to the anti-grav boots.

Get them and return to the armour. Push up on the joystick. Go up three screens then left another three screens.

Dodge the alien firing and get the laser. You can now fire at your adversaries. Go left three screens and then up till you hit your head on the ceiling. Watch the alien and go up one screen.

Then go up the right hand side passage, up one screen and then right up. At this point leave the armour at a strategic point and go left one screen and collect the mine. . .

Go back to the armour then down one screen and two screens left. Here you will find two dragons — pass the one on the left and then go one screen left. Collect the energy. You'll need it!

Go up and pass the dragon on the right and up the passage. Go right one screen and sneak past the dragon.

Get the energy and go right and up a couple of times, collect the shields and the energy.

Shoot one of the aliens bullets and he will stop firing. Go up — here Stephen recommends that you move quickly as there are plenty of aliens.

Go up the right hand passage, but, don't touch the side as they are deadly.

Do you see the two flashing semi-circles? Well, go and plonk yourself right on top of the bottom one — and that's it!!

One last tip from Stephen — try not to travel in diagonals as you will probably touch the side of the passage and get into more trouble than you need to.

Iridis Alpha Combat Starter Guide

Kenneth Henry — long serving IDEAS Central informer — is the person behind these tips.

At the beginning of the game you have one planet. To open up the bottom one you have to dispose of three start waves. All except one are easy.

Wave one consists of flying blue zapstars — easy to shoot. Wave two comprises bouncing circular blue and white characters, which pursue you relentlessly. Wave three is made up of licker ships. These little characters appear lots of times in numerous attack waves. This one being the most deadly. The craft start off as flying white squares. Shoot them and they become grey circles with tongues (!) sticking out. They will attempt to touch you, which is the kiss of death if they succeed.

Otherwise they curve off at 45° and die. There are two methods of fighting. Method one is guaranteed. The other should only be used when there are two planets and you have entropy problems.

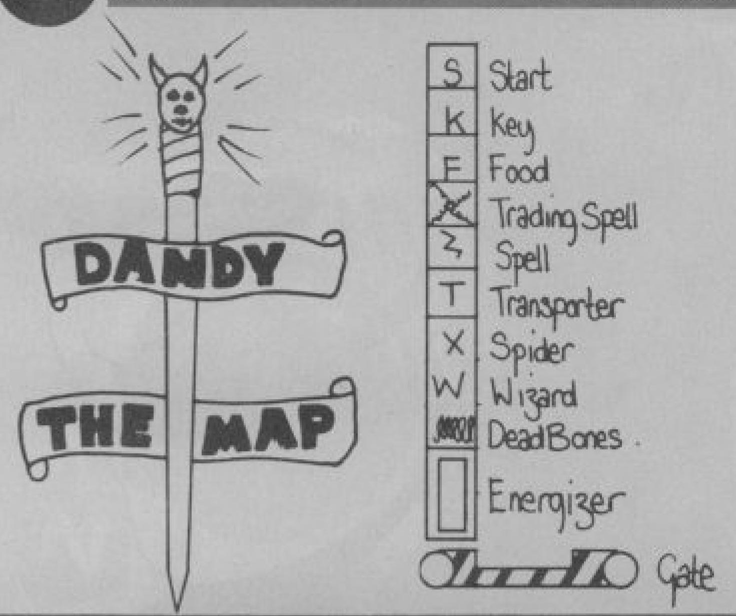
Method one. Retreat and kill. When the squares appear, accelerate away left from them and hold down fire. They fly back left and repeat the process. The ships will curve off away from you and explode.

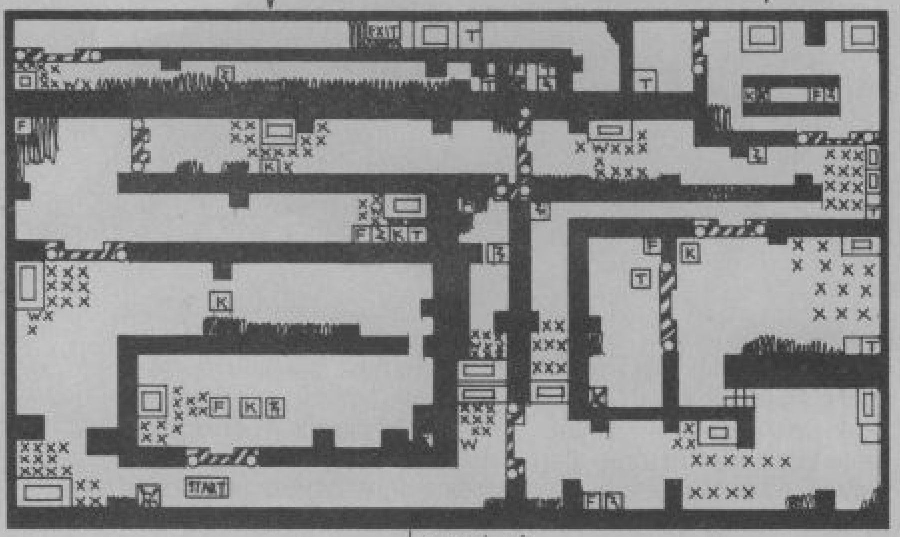
Method two i.n. Speed kills. This method is a little more suicidal, but, faster and works with both plants. Accelerating from the top of the screen, going right, fire from the top to bottom, while still accelerating. Once at the bottom of the planet, fly back up to the centre and whenever you hear an explosion, move up sharply — all the while firing. The ships should curve up and explode.

The status display: The control panel looks a little daunting at first, the various gauges show entropy, Gilby energy, number of fighters left in the attack wave, core energy, score rate, wave number (1-20), your current planet and the planet icons with pointers for the destinations.

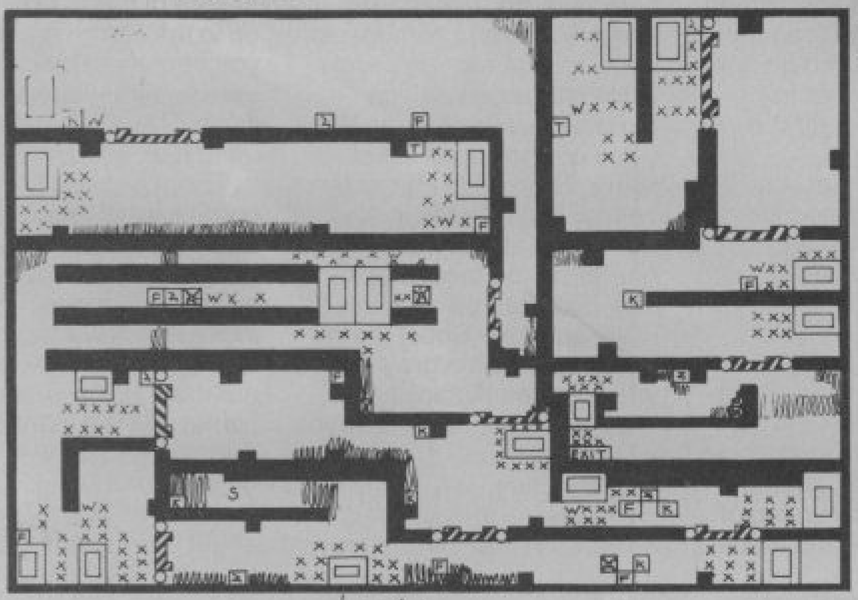
General Tips: Don't worry about looking at energy registers, as the colour of Gilby will also tell you about the droids health.

Brake Turning: For when you want to slow down to land into walking mode. Pull down diagonally. That should either slow you up, or land you on the core. Hold the fire button 95% of the time. This way you can lay down an uninterrupted field of fire destroying anything it hits.

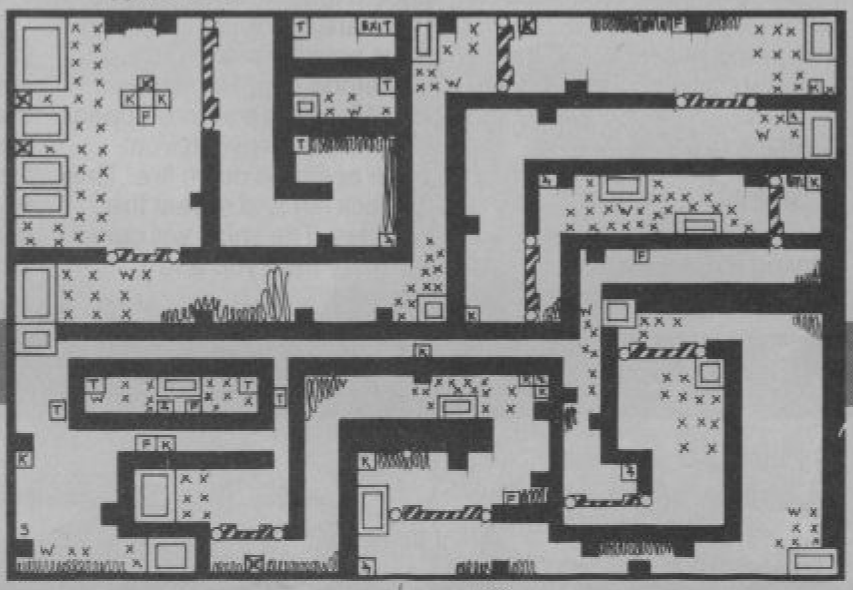




Level 1



Level 2



level 3

DANDY MAP BY DANNY BLAKMAN AND NIGEL DAVIES.

Stephen Thompson of Cleveland sent in this poke for **Dandy**, which will go very nicely with the **Dandy** map which you will find elsewhere on these pages.

This program will cause the energy levels to reset back to 1000 when it has fallen to 700. The program WILL NOT reset the levels if two players are firing at each other. So one person has to kill the other and then go onto the final screen.

Type in the program and RUN, then RUN the tape from the start.

```
15 Ink not PI. Paper not PI.
Border not PI: Clear Val
"25499"
30 Load " "Code
40 Randomize USR Val
"23407
50 Randomize USR Val
"23410"
60 Randomize USR Val
"50000"
63 Poke Val "23681", Code
"1"
64 Randomize USR Val
"23404"
66 Poke Val "27602", Val
"38"
67 Poke Val "27603", PI
68 Poke Val "27651", Val
"38"
69 Poke Val "27652", PI
70 Randomize USR Val
"25500"
```

Another couple for the Spectrum from **J. Belt** why be so formal? Tell us your first name — who regularly contributes pokes to IC.

Cyberun

```
10 Load " "Code : Randomize
Usr 24576: Paper 0: Print at
19,0: Load " "Code :
Poke23446,62: Poke 23447,
175: Poke 23448,50: Poke
23449,72 Poke 23450,141:
Poke 23451, 195: Poke
23452,128: Poke 23453,92:
Randomize USR 23424.
```

Turbo Esprit

```
10 Border 0: Paper 0: Ink 0:
CLS
20 Clear 26624: Load
" "Code 16384
30 Print at 6,0: Load " "Code
40 Poke 29893,0: Randomize
USR 64837.
```

and the last one is for Bomb Jack

```
10 Clear 29877
20 Load " "Code
30 Poke 65274,71
40 Poke 65236,70
50 Poke 65237,85
60 For f=65517 to 65535
70 Read a: Poke f,a: Next f
80 Data 60,0,50,88,191,33,8,
252,17,240,255,1,241,
140,237,184,195,75,193
90 Randomize USR 65465
```

HELP

Spellbound seems to have been awarded C+VG's readers award for the game that has stumped everyone the longest. First of all we had **Michael Houlihan** needing help with the Canlium Illuminatus spell.

To cast this one you must not carry the four leaf clover. To light the candle the four leaf clover must be in the SAME room as Magic Knight.

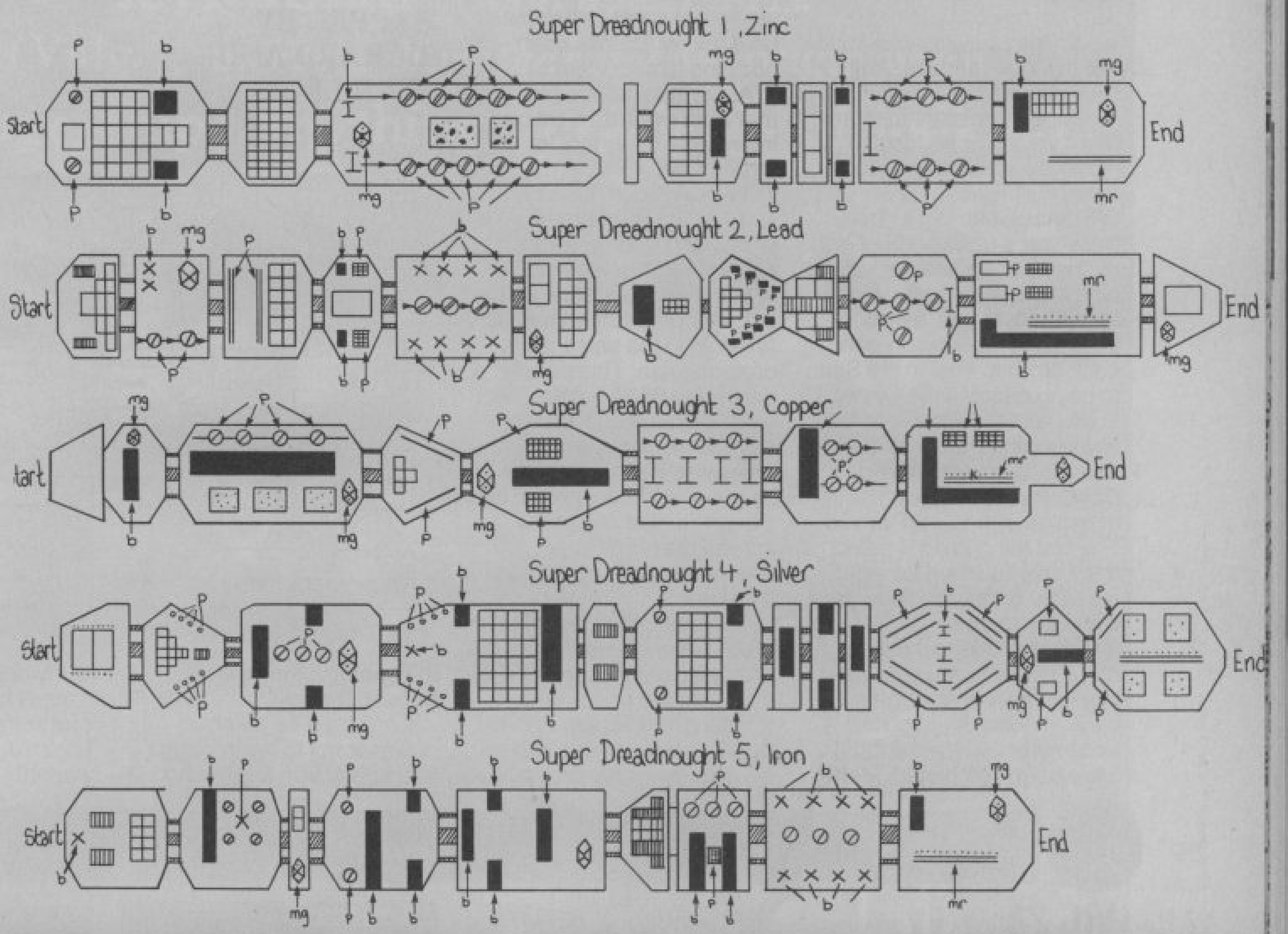
Margaret Sullivan wrote in with this piece of information but told me she always thought that if the candle was burning she could read the Ancient Scroll. But, her candle is lit and she still cannot read it. Does anyone know how to read the scroll?

The last plea for help comes from **Mark McGuiness** of Dublin. His problem is with **Dragons Lair.** He cannot get past the second and third levels.

SPECTRUM ● SPECTRUM

Uridium Key
P = Points
B = Barrier
MG = Mine Generator
MR = Master Runway

URIDIUM MAP BY MATHEW CLARK



MSX ● MSX ● MSX

Guy Langley has some help for all MSX owners.

Way of the Tiger

On unarmed combat use the forward kick to defeat all your opponents, except the giants. Jump over them and use the flying kick. Do NOT get in the way of their fists.

In pole fighting, use the forward and downward thrust to defeat the dwarf, the neck chop to defeat the first ninja, and the forward jab to defeat the skeleton. Do not perform any high jumps.

In sword fighting, the third warrior is only vulnerable on the neck and the legs. Sword rituals are also quite effective, as are head splitters.

Blagger

As the scrolling message is moving along, wait until the information on the demo has passed and then tap the space bar quickly. The game will then start at the Bank. Do not press any movement keys, but press instead the music control keys. The computer should then flip to the next screen and so on. To start on your chosen screen, press the jump key.

More for the MSX, this time from **Martin Green** of London.

International Karate

The front side kick defeats just about all competition but leaves you rather vulnerable.

Punchy

Hold the program by pressing H on its own, then holding down CTRL you type out BOOTSY, to move from screen to screen you have to hold down CTRL C, to resume play at any screen you press G.

Nemesis

As far as Martin is concerned this is the cheat of cheats!

After battling your way through the first two stages you find yourself on the screen where statues blow deadly bubbles at you. Make sure you have selected Double. You will notice that on the top half of the screen there are two statues back to back. There are two sets like this.

On the second set shoot the first one and go behind and almost hit the ground while shooting the second one. If you have done it right the game will freeze and you will blast off to a bonus sheet. On this sheet you will find Red, Yellow and Green capsule. The red will give you 500 points. The yellow 100, 200, 500, 1000, 2000, 5000, 10,000 points and 10,000 for every yellow thereafter. You must collect the yellow capsules in their groups or you will waste them.

The green ones give you extra men. If you manage to clear this screen without dying you have about 500,000 points and about 10-12 men.

You will now start at the beginning of stage four. From stage seven onwards don't shoot at the motherships unless you have a shield. If you do they fire red balls along with their missiles. You may also find that you will need a new shield for almost every stage.

ATARI

Richard Hunter and **Neville Webster** of Leeds have sent in this map and hints for the Atari 800XL, 130XE versions of **Ninja.**

Search all six sectors on the first level before moving up a level. There are six idols to collect altogether. Any "thugs" or "karatekas" can

ATARI ● ATARI

be killed by constant high kicks. They will just walk right into the kicks and die. Any "evil ninjas" can be killed by throwing three stars at them. Once you have six idols a secret door will open in the "grey wall" sector up to "Akumas Chamber". Take three star's up with you. First kill the four "karatekas" using high kicks, then throw your three stars at the "evil ninja". Collect the idol and proceed back down to Torii in the Sea to be proclaimed the winner.

Still with the Atari — for all you budding **Pole Position** experts out there, **Martin Dewhurst** of Greater Manchester has a tip for you. The first thing to do is select track one and then an eight lap race. Simply position your car in the middle of the track to qualify and do the same to race. This way no other cars can hit you and you can sit back and watch the points accumulate until eight laps have been completed. Martin would like some help himself on **Arex**, which has been puzzling him for weeks.

A. Duffy of Clwyd thought that Atari owners might be interested in this hint for **Bruce Lee.**

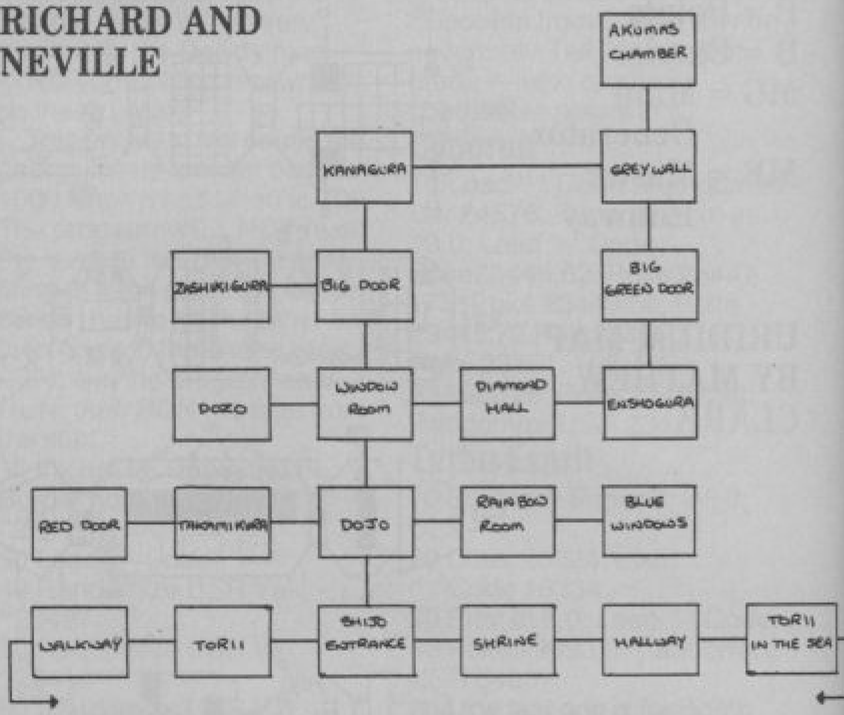
To gain record breaking scores very quickly wait on a vine where your enemies cannot reach or kick you. When they have fallen to the bottom of the screen and they are both in the same place drop on them. This usually earns you 6600 points.

Make sure you have an escape route planned otherwise this practice can become very dangerous, as the longer you are on the screen the faster your enemies move and the slower YOU move.

The best place for doing this is the second screen after the drain has been opened. The vine over the drain in the middle of the screen is the perfect place to wait, and as soon as you have dropped on the enemies they will fall through the hole.

Care must be taken however not to fall through yourself. Using this method Mr Duffy has managed to score in excess of 17 million points, and suffers acute joystick finger! Just what everyone wants!!

MAPPED BY RICHARD AND NEVILLE



POKES ● POKES

VIC 20

Seems as though I upset a few people last month, when I said I thought that I had heard from the last Vic-20 owner. It did the trick. All those people who couldn't be bothered sending in their pokes before have now put pen to paper. What took you so long guys?! One of the angry readers was **Mike "The Werewolf" Davies** of Dyfed. Here are his pokes


● Mike Davies

Matrix

Rewind tape and type, verify, return and press play. When the tape stops type in Load" ", 1,1 Return. When it has loaded enter the following pokes for infinite lives —
Poke13707,173:Poke13715, 234:
Poke 13716,234. To start game SYS 8192

Cosmic Firebirds

Follow the instructions above and then for infinite lives type in
Poke6673,173:Poke12733, 173:Poke843,160.
To play game SYS 6912

Scramble

For infinite lives:
Poke10415,234:Poke10416, 234.
Then SYS 16384

Mike has promised to send in some more pokes next month, so look out for them.

COMMODORE

Paul Burns sent these Commodore pokes to Ideas Central.

Paradroid

These pokes will enable you to win every transfer game and stop you dying when your energy reaches zero. Rewind your cassette and type SYS 63276, return. Press play and when ready appears, type Poke 946,96 return. SYS 849.


● Paul Burns

The game will now load, when the opportunity arises enter Poke5182,234:Poke5183,234. To stop you dying. Poke 8659,76:Poke8660,252:Poke 8661,33 — win all transfer games SYS 4096 — start the game.

Mermaid Madness

Load the game, reset the computer and type these pokes for infinite energy. Poke 17274,169. Poke 17275,0. Poke 17276,234.

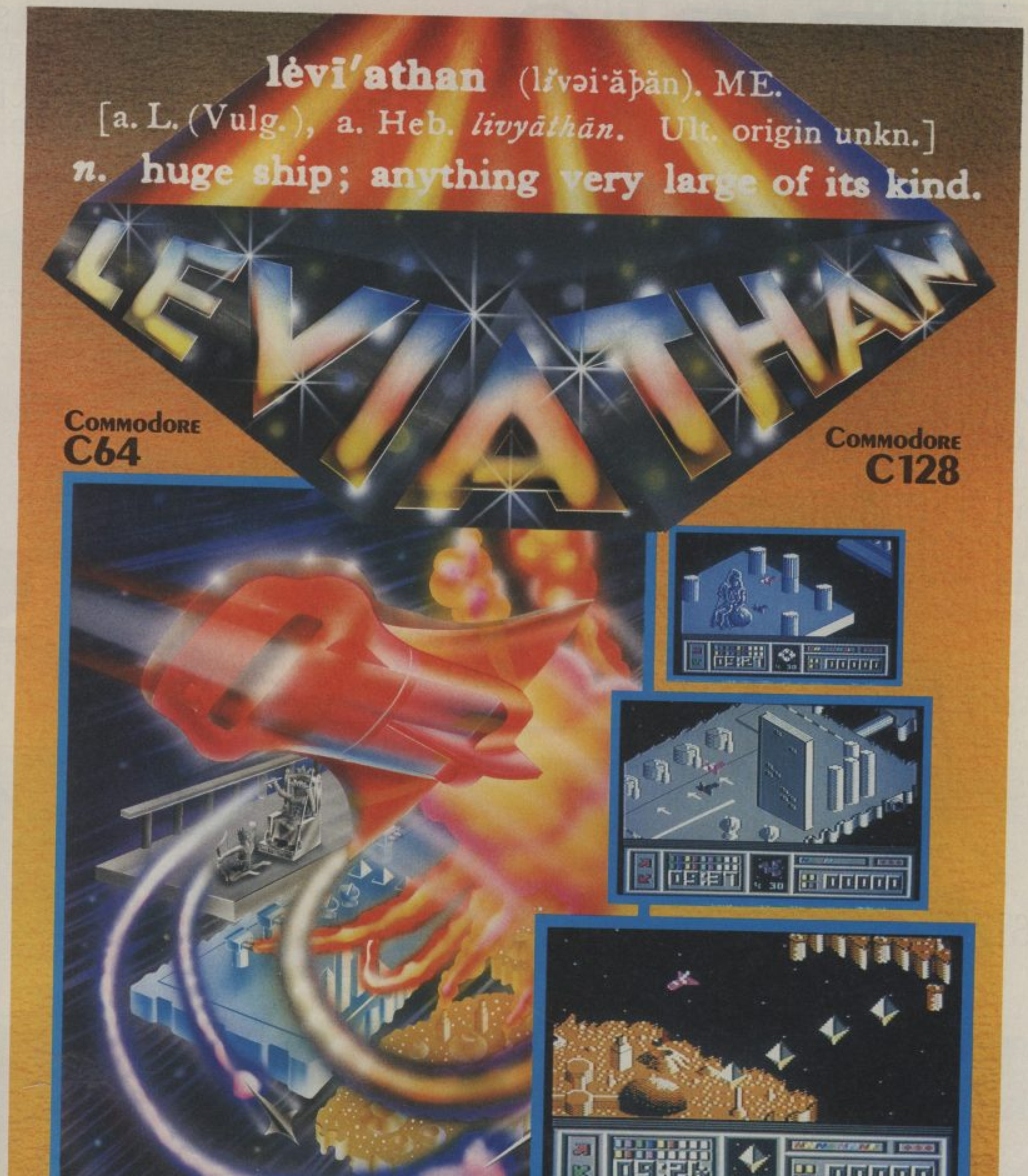
BBC POKES

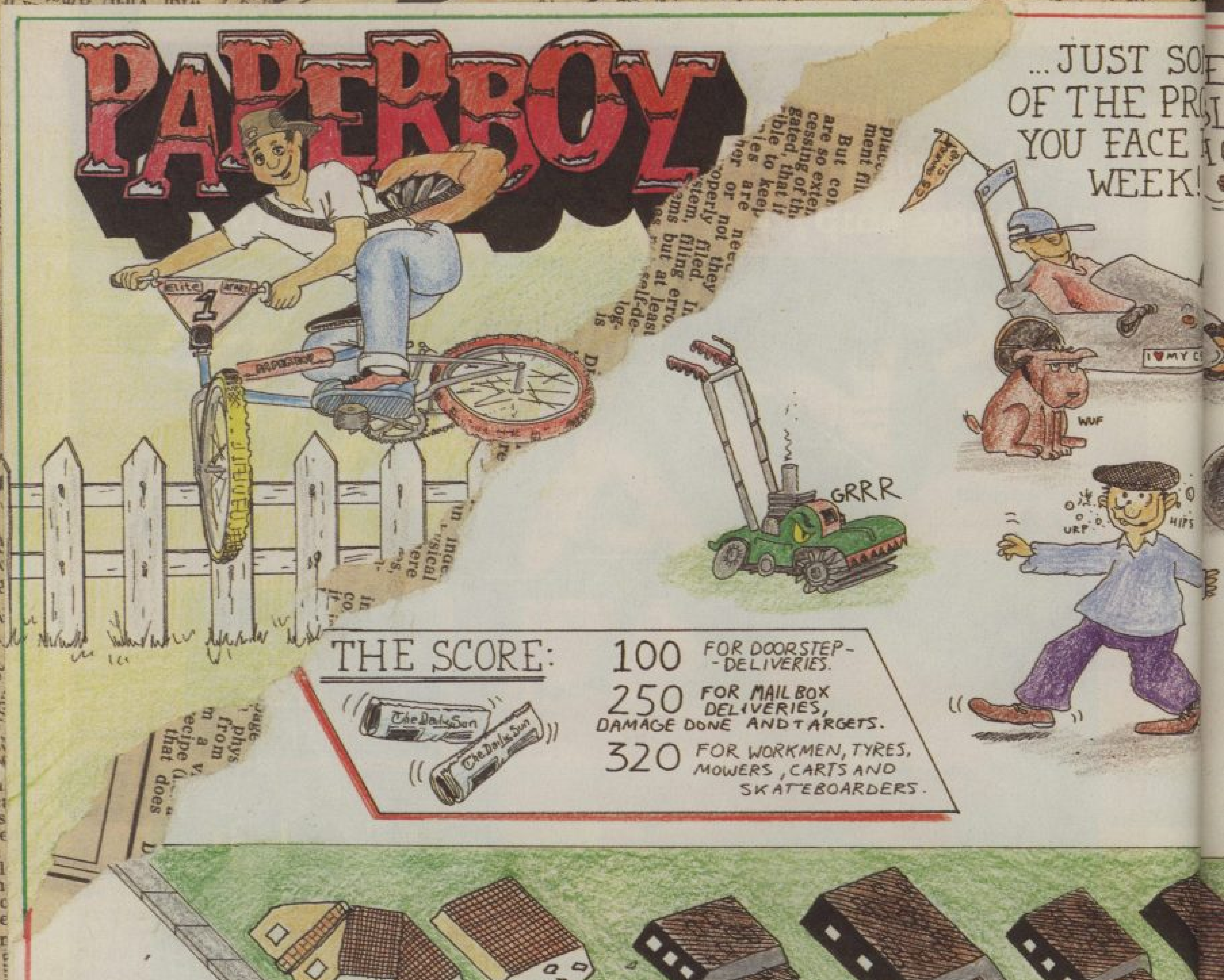
Last one up this month is for the BBC. **Dominic Holt** from Oman has this cheat program for **Elite.**

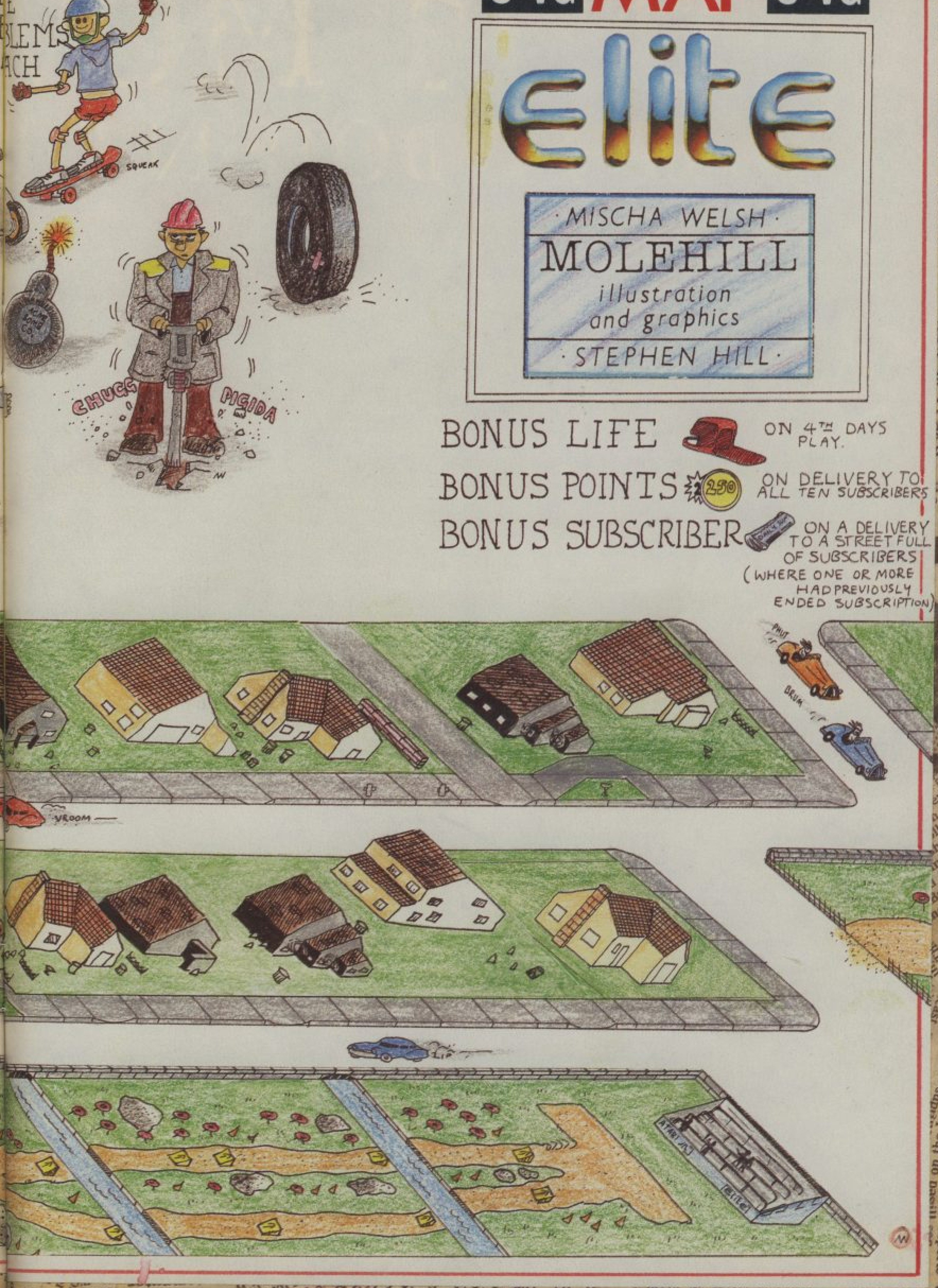
```
10 X=0NPENOUT("GETEM")
40 FOR I%=O TO &4B
50 READ AS
60 A% = EVAL ("&"+AS)
70 BPUT/#,A%
80 NEXT I%
90 FOR I%=&4C TO &FF
100 BPUT #X,0
110 NEXT I%
120 CLOSE#X
130 :
140 DATA 00,14,AD,4A,
5A,48,02,53
150 DATA B7,77,35,94,
00,FF,04,00
160 DATA FF,FF,FF,FF,
00,??,FF,FF,
170 DATA FF,FF,FF,FF,
FF,FF,FF,FF,
180 DATA FF,FF,FF,FF,
FF,FF,FF,FF,
190 DATA FF,FF,7F,02,
FF,FFF,FF,00
200 DATA 00,00,00,FF,
00,02,0F,11
210 DATA 00,03,IC,0E,
00,00,00,0A
220 DATA 11,3A,07,09,
08,00,00,00
230 DATA 19,00,74,DD
```

If you have a disc, change line 20, to DISC.

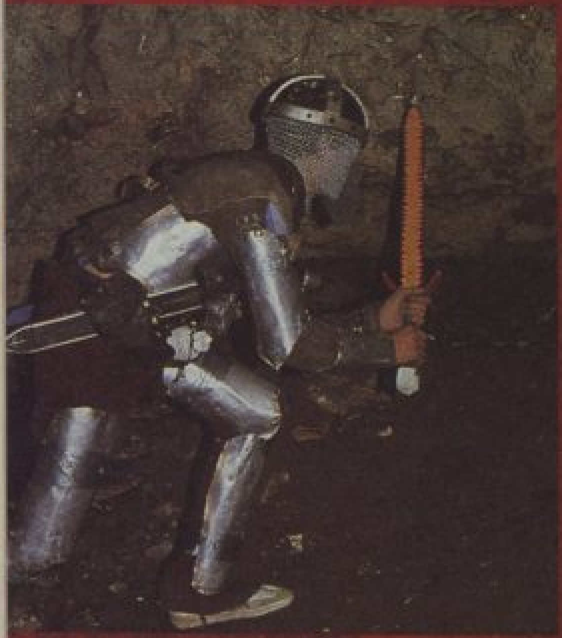
Run the program and it will save a commander called "Getem". Load Elite and answer YES to "load new commander". Load "GETEM"


lėvi'athan (lĭvəi·ăþăn). ME.
[a. L. (Vulg.), a. Heb. livyāthān. Ult. origin unkn.]
n. huge ship; anything very large of its kind.
LEVIATHAN
COMMODORE C64
COMMODORE C128
CASSETTE £9.95
ENGLISH SOFTWARE™
Disk £14.95
1 North Parade, Parsonage Gardens, Manchester M3 2NH. Tel: 061-835 1358
U.S. GOLD COMPUTERSPIELE GMBH,
Daimlerstrasse 11, 4044 Kaarst 2, Holzbüttgen. Tel: 02101 600425


PAPERBOY
...JUST SO
OF THE PR
YOU FACE
WEEK!
GRRR
WUF
URP
HIPS
THE SCORE:
100 FOR DOORSTEP-DELIVERIES.
250 FOR MAILBOX DELIVERIES, DAMAGE DONE AND TARGETS.
320 FOR WORKMEN, TYRES, MOWERS, CARTS AND SKATEBOARDERS.
The Daily Sun
START
WHOOSH
THE BMX COURSE.
HIT TARGETS FOR POINTS.
250
RIVERS:
EXTRA PAPERS AWARDED AS YOU CROSS.


elite
MISCHA WELSH
MOLEHILL
illustration and graphics
STEPHEN HILL
BONUS LIFE ON 4TH DAYS PLAY.
BONUS POINTS 250 ON DELIVERY TO ALL TEN SUBSCRIBERS
BONUS SUBSCRIBER ON A DELIVERY TO A STREET FULL OF SUBSCRIBERS (WHERE ONE OR MORE HADPREVIOUSLY ENDED SUBSCRIPTION)
SQUEAK
CHUGG
PIGIDA
PHUT
BRUM
VROOM

IF IT MOV
IF IT DOESN'T I



I know a place where zombies walk. Where ghouls slobber over hunks of human flesh. Where dwarves and warriors pursue dark elves through endless caverns — their battle-axes dripping with blood. Where the only sounds are the screams of the dying and the cold laughter of evil creatures. Let Q'Adille the Obscure tell you about the Labyrinthe . . .

When you play a computer game, your actions are limited by the software in the machine. If you die in a computer adventure you can reload your saved position and start again where you left off.

In a role-playing game such as *Dungeons and Dragons*, you have freedom of action within the bounds set by your imagination and the rolling dice.

But in the **Labyrinthe**, a game becomes reality. A real-time live adventure, where your own strong right arm is all that stands between you and death at the hands of a monster. Where the magician who fails to remember his spells in the heat of battle is a dead magician.

The entrance to the *Labyrinthe* is a hillside in South London. To be precise, a hole in a hillside, damp and uninviting, leading to five miles of tunnels and caves.

As you walk into the complex, you can feel yourself adjusting to a new environment, where ANYTHING can happen. After fifty yards or so you enter a large chamber full of weirdly costumed people. This is where the fun starts.

Labyrinthe adventures cost six quid a throw, and it's best to book in advance. They run on Thursdays, Saturdays and Sundays. Most adventures take two or three hours to complete, but for more experienced players, the Isle of Dread, a small island in the Thames estuary, offers 12 and 24 hour quests.

My companions for this quest are gathered around a *Gauntlet* coin-op machine, waiting for the call to arms.

Zirax the pathfinder is dressed in a black tabi — no, not a cat a sort of medieval pinny! — with black mask and two-toed cloth boots, bristling with daggers.

A pathfinder is a scout-cum-thief. It's his job to go ahead in the dark, feeling his way through the tunnels until he bumps into the opposition. With luck, he'll come back alive and report on what faces us up ahead.

I'm **Q'Adille**, a warrior-priest. There are many different types of priest, but I prefer to take direct action against evil. Preferably by hitting it over the head with a blunt instrument.

Beginners get to choose from the three main classes, Fighters, Priests, and Pathfinders. Later they could choose to be wizards — known as elementalists — or even elect to play a different breed of person entirely.

There are Elves, Dwarves, Half-Orcs and Half-Ogres in the Labyrinthe, although you'll have to LOOK the part to be allowed to play such a character.

Wayne, one of the referees, has an ambition to play a dwarf. "They've said I can do it if I go through the entire adventure on my knees," he says.

I think he's serious about this. He's already investigating different types of knee-pad.

Other characters in our party include **Mulgar**, my brother in holy orders, who swings a mean mace, **Cliffhanger**, a pathfinders, and **Berk**.

Berk is a warrior, and with a name like that it doesn't sound as if he expects to survive long. Warriors are supposed to go in screaming and yelling at the front of the party. One reason among many why Berk is a warrior and I'm a priest.

Joe, our referee, is having trouble finding monsters for our adventure.

Labyrinthe works by using the players themselves as monsters in other adventures. This has a double benefit — it saves the *Labyrinthe* organisers from having to fork our real money for monsters, and gives broke adventurers the chance to play for free.

Eventually everything sorts itself out and we march off through the caves to a tavern called the *Hobbit's Elbow*. It's slightly more salubrious than the *Hobbit's Armpit* — but not a lot. For some reason Zirax seems to have disappeared, but that's nothing unusual.

It seems the landlord of the *Hobbit's Elbow* intends to hire us to steal a secret beer recipe from a nearby brewery. Under pressure he reveals that the brewery is run by half-ogres, a nasty breed whose main purpose in life is finding fresh food — usually of the two-legged variety.

This sounds OK to me, since the prospect of beating religion into a bunch of half-ogre lowlives clearly outweighs the minor problem of encouraging the use of strong liquor. Unfortunately, Mulgar comes up with a plan.

Shortly before the adventure started, I bought myself a complete suit of studdied leather armour, the better to protect my righteous hide.

When a monster hits you in *Labyrinthe*, he doles out six points of damage to the part of your body he hit. Too many blows to the left leg and it will drop off, compelling you to spend the rest of the adventure hopping around the cave on one foot.

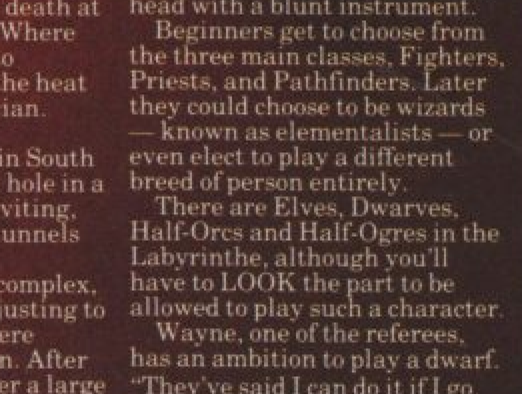
Armour soaks up some of the damage, and my studded leather means those monsters can only cause up to three points of damage to me. This makes me feel a lot safer as I lounge around at the back dispensing wisdom and occasionally doling out mystic healing to the sick and wounded.

That's the idea, but Mulgar wants to try out a new spell of his — "Temporary Bless". This lasts an hour, and has the effect of adding another two points of armour to me.

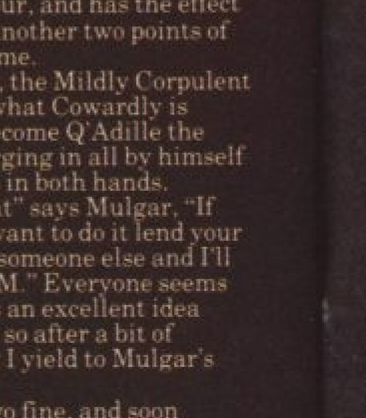
Q'Adille, the Mildly Corpulent and Somewhat Cowardly is about to become Q'Adille the Tank, charging in all by himself with a face in both hands.

"All right" says Mulgar, "If you don't want to do it lend your armour to someone else and I'll bless THEM." Everyone seems to find this an excellent idea except me, so after a bit of grumbling I yield to Mulgar's will.

Things go fine, and soon there's a goodly pile of bodies







ES, HIT IT
T'S A WALL........

where there used to be half-ogres. Many of the players and nearly all the monsters fight in costume. Out of doors the gear can look faintly silly, with swords made of foam rubber and insulating tape, and chainmail made of string and silver paint. But underground, in dim light from "candles" — pencil torches — the atmosphere is compelling.

Having successfully assaulted the entrance to the brewery, and skewered a couple of half-ogres who were hiding in a half-ogrish toilet, we take stock of our wounds. One or two of the party have been a few blows, so I go into my Florence Nightingale act.

"Spirits aid me, I abjure thee, staunch this wound," I cry, laying my hands on the bodies of the afflicted. You have to get the words right when you're using magic, or nothing happens.

This can be embarassing if you're trying to send a vampire back to Hell or resurrect a dead comrade. The bad guys usually don't give you a second chance.

Most spells are fairly short, but when you get up to a high level of power there are so many floating around in your skull it takes a very clear head to remember the right words at the right time. There's no chance to stop and look it up in the rule-book in *Labyrinthe*.

I said things were going fine in the brewery. That's not quite the truth. One of the half-ogres appears to have had a little magic himself, and cursed me with his dying breath before I put him to sleep with my mace.

The net result, according to the referee, is that Q'Adille has become an alcoholic. And an alcoholic in a brewery is NOT a pretty sight.

Role-playing is all about living your character to the hilt. In sickness and in health, for better or worse, and damned be he who first shouts "that's not in the rulebook!"

Consequently I dive into the nearest vat of half-ogre beer and start singing some old Orcish drinking-songs I picked up in my mis-spent youth.

I'm well into the third verse of *Old Cuchullian Had An Elf* when Cliffhanger pulls me out of the drink. I expect he'd heard the song before and didn't want to hear what Cuchullian does with the elf in the fourth verse. And I'm not about to reveal it in a family magazine.

Deprived of my beer, I fly into a violent frenzy, which the rest of the party direct against the foe by the simple expedient of pushing me into the next room.

Here my armour is less effective. There's one particulary big guy with two swords, one in each hand, who inflicts double damage.

Twenty-seconds of bruising combat later and I'm lying against the cave wall with only one point of life force left. A close shave for a humble warrior-priest.

More curative spells and a swig from an extremely expensive bottle of healing potion, which I had the forethought to bring with me, get me back on my feet again, ready for the final charge to death or glory.

Fortunately, the shock of being so comprehensively hammered by the ogre with the two swords has sobered me up temporarily, and I can fight with a little more respect for the opposition.

At this point, unknown to us, referee Joe is having a word with the monster who did us so much damage and telling him his weapons are downgraded to normal damage.

This may sound like cheating but it's a sign of good refereeing. Joe is impressed by the way we've been adventuring and realises the monsters may be a little tough if any of us are going to survive.

Berk is still on his feet, but another fighter is dead, and the priests have used up nearly all their cures. As for the pathfinders — come to think of it, where ARE the pathfinders?

We don't know about this sudden change in the opposition. But so what, you only live once — unless you can find a high-level priest to bring you back to life again — and isn't a noble death better than a coward's retreat? I don't know. Role-playing addicts like me are a bit loopy, I guess. Anyway, in we charge.

Amazingly, when the carnage is over, we're still on our feet. Zirax the pathfinder has found a glowing object which has paralysed him, but the effects wear off soon enough. Lucky he didn't touch it before the fight was over. Greed is the most common cause of death in *Labyrinthe*.

After the adventure is over, Joe debriefs us back in the main chamber. Although the pay isn't much good — 200 grulls each, barely enough for a single cure potion — the survivors are awarded an extra level.

This means I get new spells to learn and use, and the others have more skills and points of life-force as well.

The pathfinders appear to have found a small horde of treasure as well — a gold jug and a silver plate. This is strange, as the referee says he didn't put any treasure in the adventure.

Everybody wonders where it came from, but Joe shrugs and hands out more grulls to Cliffhanger and Zirax for the loot. If you let a pair of thieves into your dungeon, what do you expect?

And so it's time to take off the costumes and wash off the make-up, time to return to the drab world of suburbia and join the unsuspecting millions who have been living out their dull lives over our heads, all unaware of the life and death struggles in the catacombs below their orderly English homes.

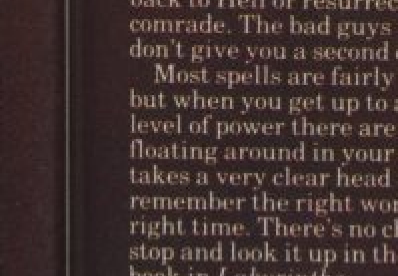
But it won't be long before I'm back down there again. After all, I've got this small drink problem to sort out. So if you know anyone who can remove a half-ogre's dying curse, tell 'em to meet me some weekend soon — in the *Labyrinthe*.



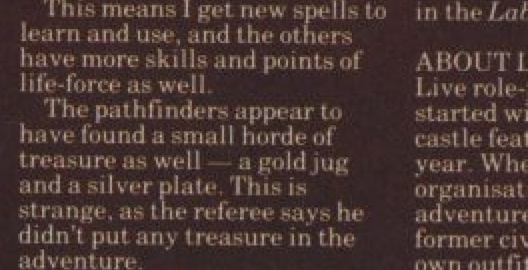
ABOUT LABYRINTHE

Live role-playing in Britain first started with the **Treasure Trap** castle featured in C+VG last year. When the *Treasure Trap* organisation stopped running adventures, Pete Garner, a former civil engineer, formed his own outfit **The Labyrinthe Club**. *Labyrinthe* operates in two locations, both near London, but there are other oganisations running live games elsewhere in the country. Read the fantasy gaming mags like *White Dwarf, Imagine* or *Adventurer* for more information about these games. Although the *Labyrinthe* locations are well-known within the gaming world, Pete prefers not to publicise them widely in order to discourage genuinely violent idiots from turning up to cause trouble. New adventurers are always welcome, though — the monsters need regular feeding — and if you're interested in finding out more about *Labyrinthe* you can write to Pete at:

The Labyrinthe Clube
77 Hinton Road
Herne Hill
London
SE24 0HT





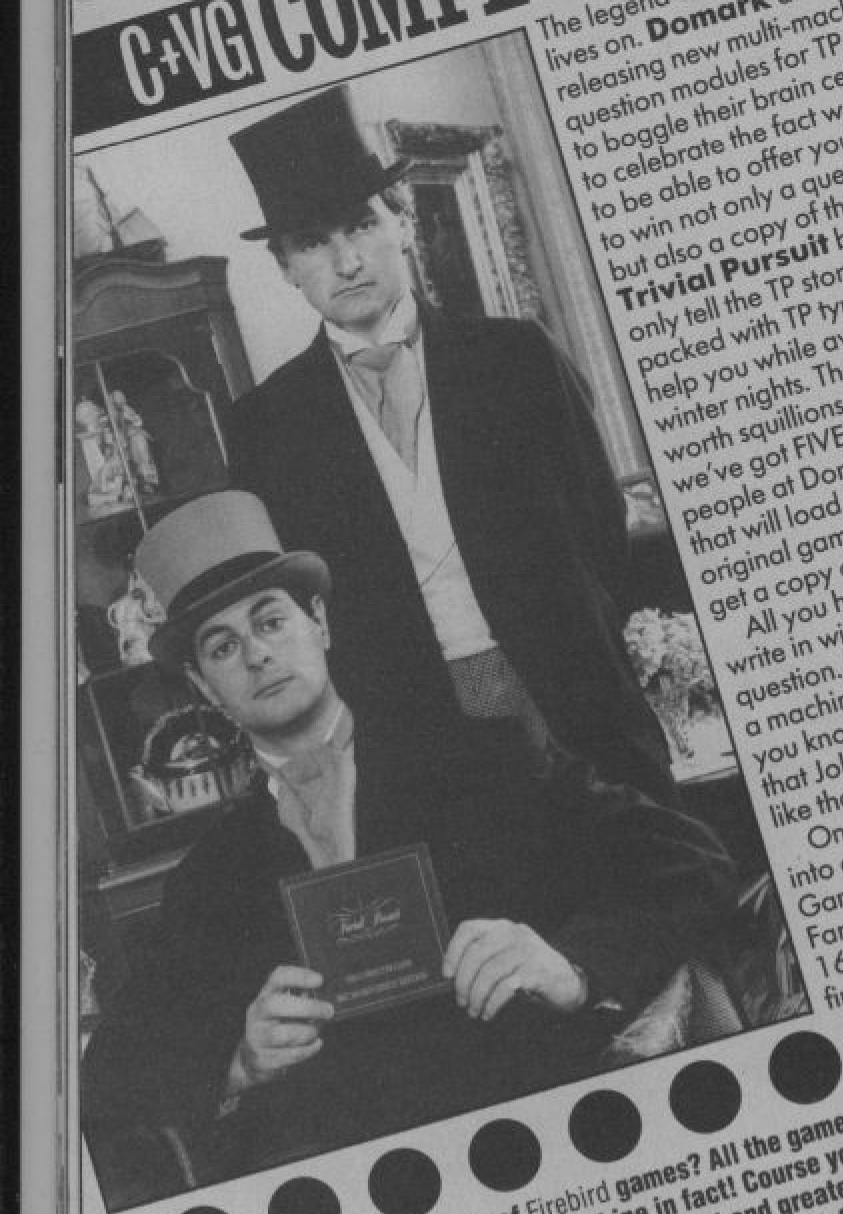


C+VG COMPETITION

The legend of **Trivial Pursuit** lives on. **Domark** are now releasing new multi-machine question modules for TP addicts to boggle their brain cells with. And to celebrate the fact we're proud to be able to offer you the chance to win not only a question-pack but also a copy of the new **Trivial Pursuit** book which not only tell the TP story but is also packed with TP type questions to help you while away the long winter nights. The book alone is worth squillions of quid — and we've got FIVE to give away thanks to the over generous people at Domark. The books come complete with a TP tape that will load into ANY machine — but you do need the original game to make use of it of course. 15 runners-up will get a copy of the tape.

All you have to do to win one of these totally terrific prizes is write in with a terribly trivial fact that would be worthy of a TP question. Facts like this: "Did you know that in America there is a machine that can measure the lunar tide in a teacup" or "Did you know that Big Red likes plain crisp" or even "Did you know that John Wayne's real name was Marion Morrison" — stuff like that. Come on, you can do it!

Once you've come up a decent "Did you know. . ." cram it into our coupon and send it off to Computer and Video Games, Trivial Pursuit Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is February 16th, normal C+VG rules apply and the Editor's decision is final.



C+CG/DOMARK
TRIVIAL PURSUIT
COMPETITION

Name ______________________ Age: ______

Address ______________________

____

Did you know ______________________

____



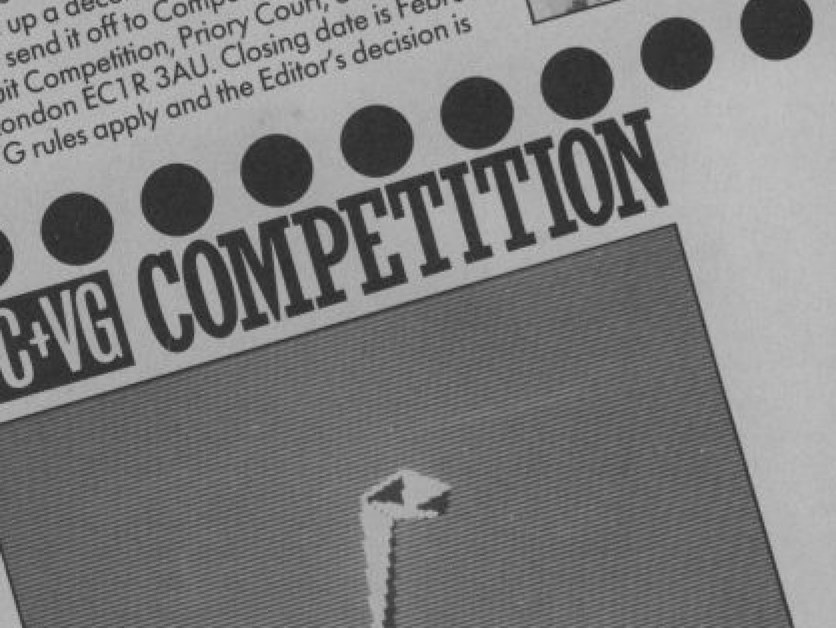
C+VG COMPETITION

Want to win a mega-supply of Firebird games? All the games they've got for YOUR particular machine in fact! Course you do. Then all you have to do is play Firebird's latest and greatest game Sentinel. We described it as the "ultimate in game satisfaction" in our epic January issue. It's an original strategy type game with elements of chess which will keep you intrigued for hours.

What do you have to do to win this amazing bumpter bundle of games — over 80 different titles on the major machines? Simple, just send in your Sentinel codes. If you've played the game you'll know that to progress from level to level you need to get codes. And by now we reckon that anyone who has been playing Sentinel regularly should be getting codes of over 6,000.

And that's what we want from you — Sentinel codes of over 6,000 — preferably accompanied by a screen dump or screen shot. The player with the highest code will be the winner. Ten runners up will get a game from the Firebird Silver range for their machine.

You've got until February 16th to get that code into us — plenty of time to get a high one! Once you've decided you can't get any higher fill in the coupon and send it to *Computer and Video Games* Sentinel Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal C+VG rules apply and the Sentinel's decision is final!





C+VG/FIREBIRD SENTINEL COMPETITION

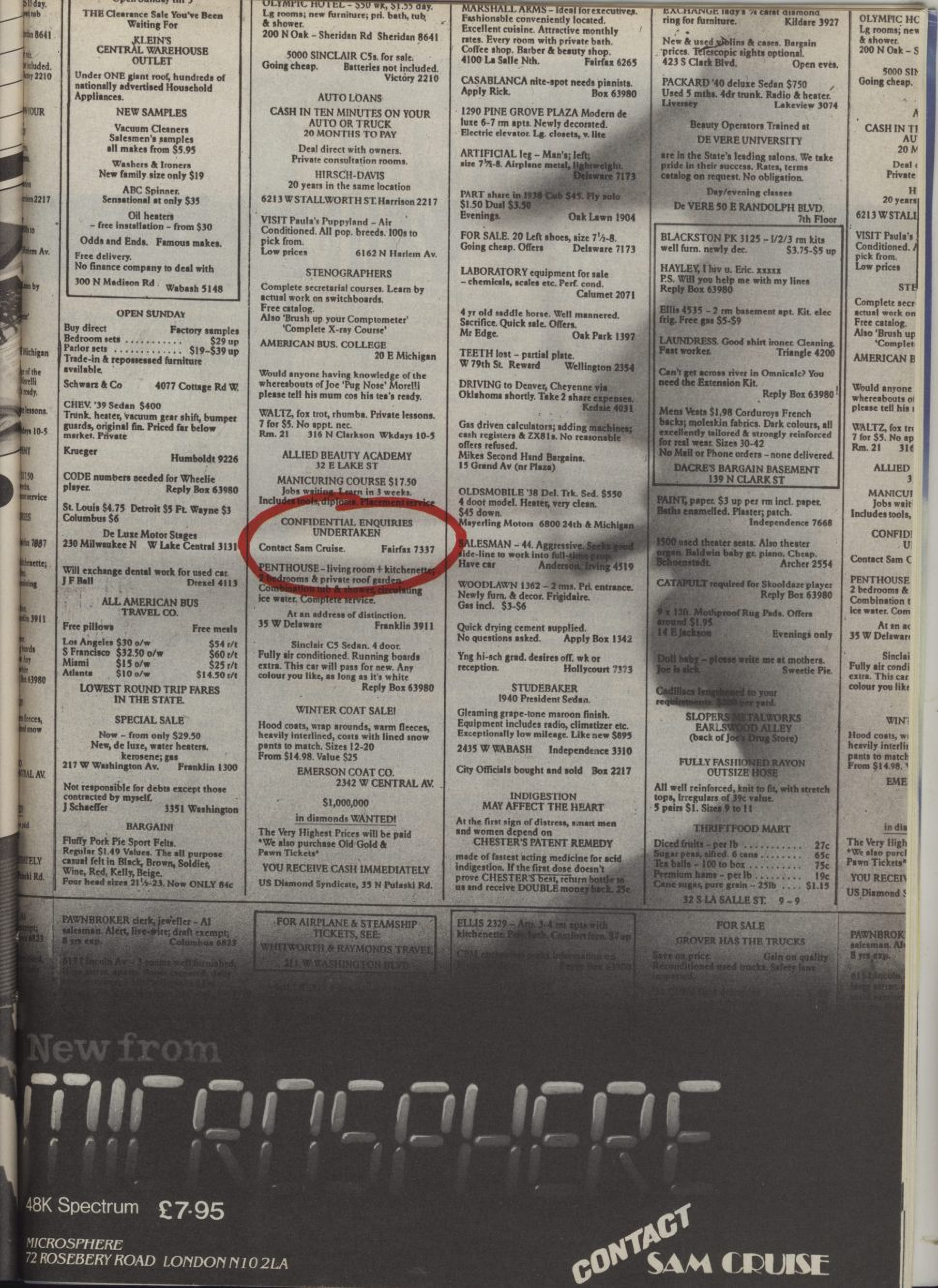
Name ______________________

Address ______________________

____

My Sentinel Code is ______________________

I enclose screen shot/screen dump
Computer owned Spectrum ☐ C64/128 ☐
Amstrad ☐ BBC ☐ Atari ☐ (tick box)



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C+VG ADVENTURE 2 HELPLINE



SACK OF SORROWS

Many letters reach us from overseas, but when I noticed the stamps marked *Magyar Posta*, it took me back to the days of my childhood stamp collection.

So it was with excitement that I opened the letter from **Leslie Hiss**. Yes, it contained the Helpline's first plea from Hungary.

This involves Thorn in *Fourth Protocol*. He is getting worse and worse. What can be done to cure him?

Unfortunately, this is beyond the Helpline too. So can YOU help our friend from Budapest? And by the way, Leslie, if you write again with your full address, I'll drop you a line as soon as I discover the answer!

Currently an inmate of *Asylum*, **Gareth Williams** of Swansea recommends: "Stand looking down down a corridor, and type fart". Since we met again at the PCW Show, Gareth seems to have become completely deranged!

"How do you stop the exterminator fogging the pestilance?" he asks. See what I mean?

With only his lunch and a piece of rope to help him, though, I suppose hanging around farting is as good a way of passing the time as any. . . .

Incidentally, if you happened to pick up a flashgun near the Helpline stand on the Saturday of the show — send it to us at C+VG — it's Gareth's.

Is Lafeuille, Eva, or Hubert lying. Are Blanc and Lerat involved? And how can **Steven Vickers** of Carshalton get the owner of the BMW? He is playing *Vera Cruz*. He is tearing his brother's hair out over it. And his brother doesn't like it!

In the same game, **Keving Atkinson** of Lancaster, is trying to open the diary. "Examine" mode doesn't seem to be working for him, but Infogrames say that the diary must be opened by pressing the space bar twice. You should then be able to find three names and addresses, Kevin.

A plea of a different kind comes from **B. Anderson** of High Wycombe. He's after adventures, or adventure listings, for the TI99/4A, a computer that has very little software support these days. If anyone knows of any cartridges currently available, or books of listings, please write and let me know!

How do yo get past the prison guard Kraytor in *Souls Of Darkon?* Do you need to? Is it possible to get some sort of light in the caves? All these questions come from a very stuck **Bill Moore** of Market Drayton.

Sigurdur Olafsson of Reykjavik is not quite human. He has put a ten pence piece, some gold coins, and a lock of lion's hair into the *Witches' Cauldron*, in of course, the game of the same name.

Now all he needs is a spoon to stir it with to regain his human form. But where is the spoon? asks Sigurdur.

Aha! *Trinity* problems are surfacing at last! I thought it was only a matter of time! **W.P. Lowe** of Leek, can't open the crypt in the cemetry, nor can he get the lump of metal from the crater. Tell you something. Nor can I!

Jamie Ramsay of Forbes, New South Wales, is in trouble! He feels sorry for people who complain the rest of their family take no interest in adventures — because he lives 40 miles from the nearest town, and doesn't even know one adventure player! And things are just as bad in *Suspended*, the game he is currently stuck in — no-one responds to him! How can he get the humans to do anything?

Alan Wall is getting nowhere fast in *Quest For The Garden Of Eden*. Who can give him a few clues to lead him up the garden path?

How do yo get past the fanglizard in *Terrors Of Trantos*, asks **Daniel Elliott** of Blackpool?

Garoar Guogeirson of Iceland has a necklace he doesn't know what to do with. Unfortunately, we can't reply to you directly, Garoar, as you didn't include your address in your letter. Look in the clues section for what to do next, in *Valkyrie 17*!

Pauyl Anciaux of Leuven, Belgium, wants to share notes with the characters in *Murder On The Mississipi*, but the game doesn't understand his input. "Does one need to construct fluent sentences, or is one specific word sufficient?" asks Paul. The manual doesn't help, yet the game looks promising, he adds.

Scott Robinson's foremost troubles are with Fourmost games! He can't get started in *Galaxias*, would dearly like to communicate with the dwarf who takes his mended bucket in *The Mural*, and can't think of the right words to do a spot of killing in *Microman.* Any offers?

And finally, **Dominic Corby** of Chelmsford, is trying to sell off his possessions in *Dun Durach* — but when the shopkeeper asks how much he wants, there appears to be no acceptable method of reply. **Russell Blake** of Banstead is trying to find the beast of *Woodbury End*. I am trying to find The Fiend of Faringdon!

ADVENTURE CLUB

Some while ago I recommended a number of fanzines and clubs currently attracting the more serious adventurer. Among these was The Adventurer's Club Ltd., which ceased operating almost immediately following the recommendation!

No-one including Honorary President Pete Austin, was able to shed any light on the deafening silence emanating from The Adventurer's Club HQ, and the apparent disappearance of its chief, Henry Mueller.

The ACL, I am happy to report, is now back in business, continuing the service where it left off. Existing members will have their subscriptions extended to compensate for the dead period. Pete Austin has agreed to continue in his presidential capacity.

The story behind this episode is, perhaps, more frustrating than the episode itself, and behind it lies English Company Law, which tends to safeguard the people with the shares, at the expense of paying customers and employees.

The shareholders, it seems, of whom Henry Mueller was not one, had decided to close the venture down. Henry, who had acted purely as a manager, wanted ACL to continue, and to this end made a bid for the shares himself. During the legal battle that ensued, a court injunction was issued, to prevent Henry or anyone else from communicating to the

ADVENTURE CLUES

Help this month comes from: Antony Reynolds, Sydney; Matthew Conway, Lambourn; Finn Rosenloev, Espergaerde, Denmark; Aage Krogh Christoffersen, Gentofte, Denmark; Paul Gilbert, Nottingham; Daniel Eliott, Blackpool; David Moore, Portishead; Bill Moore, Market Drayton; Bernard Man, SW9; Eddy James, Sunderland.

Leather Goddesses of Phobos: Decode the note using the comic in the package, and thus choose the right wife in the Harem, to lead to the phone book.

Pawn: White is hot, and heat melts. Push the boards with the door closed, and take a trowel. And just forget about the wheelbarrow, will you?!

Boggit: Latin light defeats the trolls.

Vera Cruz: Get some info on Fuzzy's bar, and for a statement from Hubert Delroche, study the matchbox.

Jewels of Babyon: Throw the nut at the lion and feed it.

Catacombs: Go go north, and go go south, the echo's a problem!

Terrormolinos: To find Snargsby, go E, D, NW and call him. Then return and wait for the coach. Run into the bull ring to save your Ken.

Kentilla: Store sunlight in the crystal, for a bit of troll-bashing!

Valkyrise 17: Pawn the necklace for cash.

The Rats: To escape the flat, block the door with the settee, go to the bathroom, and shut the door. Open the skylight, and attack the first rat only when it has gnawed through the door. Then climb through the skylight and wait for the police.

Castle Blackstar: Wear the crown and carry the sceptre to get the sword. SAY ABRA to use the broomstick — but use it wisely! Wave the staff to pass the troll. Play the violin with the bow, to get the eggs.

Souls of Darkon: Zap the robot and get the visor and push the button and get the crystal and put it in the fountain!

Kingdom of Klein: You CAN't get past the squid!

outside world what was going on.

Finally, Henry won the battle, became a majority shareholder, and resumed the affairs of the club towards the end of October.

A new dossier, and letter of explanation and apology was soon on its way to all members. ACL can once again be recommended to C+VG readers interested in software discounts, in-depth hints and tips, reviews, and the general chat that adventurers get up to.

A FEW LAUGHS

Here's a clue from **Mikey Thomas** of Caerphilly. It should be a great help for those trying to shift the boulder in *The Pawn*: INSERT BIG TOE UNDER BOULDER; LOB BOULDER INTO AIR. "Easy, eh?" asks Mikey.

..id now a word of warning. If you collect the yellow scroll, the tinderbox, and the sack from the Urga-maul's treasury, and then you try to swing across the river, *Kentilla* restarts, says **Stephen Bamford** of Ilkeston.

And for a laugh or two, try to kill Mordon. And answer Mordon or Bostafar to the Kind of the Jungle question, suggests **Daniel O'Mahony** of Fordingbridge.

HELPING HAND

Toby Blake runs a Spectrum Adventure Club called Helping Hand, and would like more members. Anyone interested should send their problems, together with a list of adventures solved, to him at: 25 Holm Park, Inverness, Scotland IV2 4XT.

Mario Redondo, encouraged by reading about Vasco Oliveira and Nuno Miranda in the November issue, would like to get all Portuguese adventurers together.

He has founded the Clube Portugues do Aventuras, which has just 10 members at the moment.

Interests and activites will include Play By Mail, occasional newsletters, telephone helpline, competitions, and aid in writing adventures. To join, write to Mario at: Urb. Portela lote 1,3 Esq., 2685 Sacavem, Portugal.

EURO-CAMPBELL!

Scandinavian readers may have been surprised to come across a page or two in *COMputer Magasin*, written by a vaguely familiar adventure-person. Christian Martensen, COMputer's adventure columnist, and, since finishing his National Service with the Danish Navy, deputy editor, asked me it I could do a guest spot.

After sending my words of wisdon off, I had this dreadful thought: "Supposing *COMputer* readers who also read C+VG, start wrting letters to the Helpline in one of those languages full of Ks, and those Os that you can't type in English?"

Keep your letters in English, please, all you Danish, Swedish, and Norwegian readers! My scribblings were translated by Christian before they got into print!

Christian and I regularly swap hints, pleas, and insults! A point finely in the balance, depending on the current insult-level, is whether I allow the Coins-slave to put English or Danish bacon in his post-Infocom solving snack!

OF BOGGITS AND BOGGLES

Picture the scene. A Boggit flying 500,000,000 km above earth on a TWA Eagle, eating *Milk Tray* chocolate, frantically unscrewing Grandalf's head in order to fix the radio . . . BZZZ BLIP BZZZ . . .

"Hello Ginger. Hello Ginger. Come in Ginger! I have an engine failure, repeat, engine failure."

"Hello Boggles old chap. Nice to hear it. Haven't had one of those for a Rincewind or two. You had a letter from **S. Griffin** from N. Yorks. Poo to yoo. Finished the game a day after I bought it, two days after its release. Double poo 2 yoo and the same to Thorny. But what is a 16.32, and how do I cross the bridge in the *Very Big Cave*"

Thank YOU **Lawrence Moon!**



DODGY GEEZERS

▶ SUPPLIER: MELBOURNE HOUSE
▶ MACHINES: SPECTRUM, C64/128, AMSTRAD, BBC/ ELECTRON
▶ PRICES: £7.95 (Spectrum), £8.95 (C64/128) £8.95 (Amstrad, BBC, Electron)
▶ REVIEWER: KEITH

What kept yer then? Thought you'd be aht of chokey months ago! Oh, I see John. Lost a bit of remission for bad behaviour, eh? Well now yer released, let's see if we can pull off a caper!

Better late than never, the *Dodgy Geezers* (previewed in C+VG's October issue) made their first public appearance on the BBC in mid-November.

Newly released from jail you have it in mind to gather a few of the lads together and get onto a nice little earner. First you comb the neighbourhood, visiting all the dodgy places, the dogs, Joe's, and a drinker or two.

Soon the germ of a plan will form in your mind, and you will have to do some careful and detailed observation to set the job up. This may mean playing the game from the start a number of times, and using the "hang about" command to keep an eye on particular places at particular times of the day and night.

Once you have sussed things out you can start all over again and, playing it right, will gradually gather some mates together for the job. Mind you, you might be better off without some of your mates — they can be dead dodgy!

I played both the BBC and Spectrum versions — the BBC from choice, as it is so much easier to use, and the Spectrum for the graphics.

These take the form of full-face and profile views of the villains, direct from the police records.

With them comes a rundown of the geezer's character, and a list of convictions. There are a few other pictures as well.

The way you start the game is crucial. If you don't make the correct sequence of moves, you will be disadvantaged without realising it, and make little progress later on.

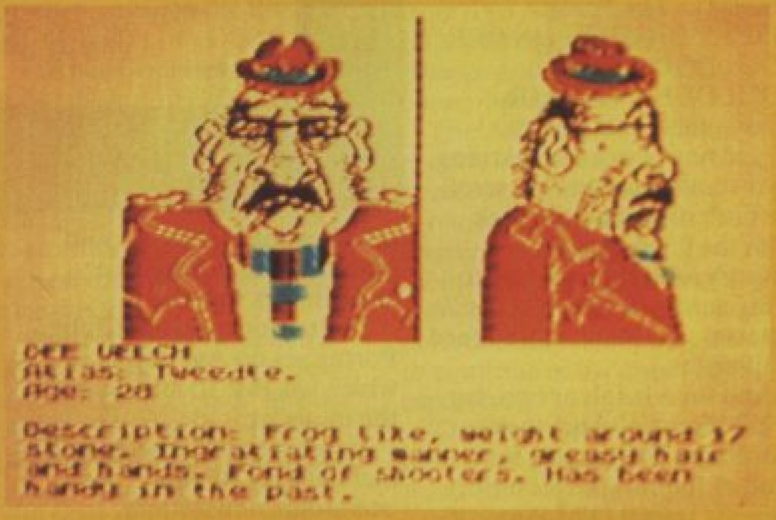
However, by the time you are ready to make progress, you will almost certainly have replayed the opening sequence so many times, that you will have caught on!

Dodgy Geezers was set up on the Quill by Lever and Jones, who brought you *Hampstead* and *Terrormolinos*.

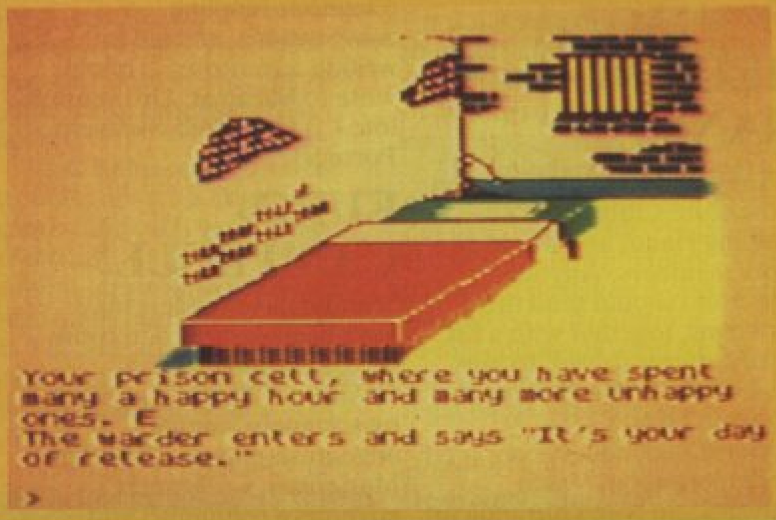
Dodgy Geezers outshines them both. The vocabulary and parser is adequate, and there are some amusing messages — all written in Cockney, with a bit of rhyming slang thrown in for good measure!

The game captures the atmosphere of the characters and plot beautifully, and goes to make a very entertaining, and quite difficult, adventure.

▶ VOCABULARY	7
▶ ATMOSPHERE	9
▶ PERSONAL	8
▶ VALUE	8







KAYLETH

► SUPPLIER: US GOLD/ ADVENTURE SOFT
► MACHINES: SPECTRUM 48/ 128, C64/128, AMSTRAD, BBC/ ELECTRON, IBM
► PRICES: £8.99 (Spec 48), £9.99 (Spec 128, C64/128 Amstrad, BBC, Electron) £19.99 (IBM)
► REVIEWER: KEITH

You are a programmable droid with a program. Your aim in life is to kill Kayleth, in this sci-fi story written by Steve, *Rebel Planet*, Ufnowksi.

A dramatic loading screen leads into the story which puts you on board a factory ship that produces androids. You find yourself strapped by metal bands to a conveyor belt, moving slowly but surely towads a pair of electrified robotic claws!

The graphics in this adventure are animated and the claws look terrifying as they open and close as you move steadily towards them.

You have a limited number of moves to escape — only to be pursued by a destroyer droid, whose intentions are deadly!

After a bit of quick thinking, and much searching, you MAY have in your possession as many as four objects, and be confined to an area of eight locations. Now the fun really starts!

What can you do with a fuse, some gloves, a length of sticky tape, and a sealed, welded canister? By the time you have that one worked out, chances are your SAVE tape will be worn through!

Eventually, by the — careful — use of an AZAP chamber, you find you can leave the ship and set foot on Zymoria. Making your way to the city of Zymogg, the game starts to open up, with many places to explore, and the dreaded Ufnowksi humour to put up with!

On the bar of the *Oblivion Inn*, for example, sits a tray of Qnuts — a tempting appetiser if ever there was one! Qnuts, in case you didn't know, are a kind of high-breed peanut, and breath-freshener! Take them, and the temptation to do a runner with the empty tray, is overwhelming!

Up to the crater, and down to the beach, and by now you've probably gathered a capacity load of attractive objects destined to make you drop the very mundane one you've been carting around for far too long. And you've guessed it — that is the object that is about to become the key to further progress!

If that isn't enough to make you give up in despair, it won't be long before you come across a locked door. 'Didn't you ask xxxxx for the key?' questions Ufnowski innocently, when you try to open it!

Needless to say, xxxxxx was keeping very quiet about the key when you last saw him, some two dozen locations and 15 problems ago!

There are lots of things to uncover in *Kayleth*. Examine is a very useful command, and well handled. It reveals not only essential objects, but clues crucial to the solving of many of the problems.

Even then, they're no give-away — the reply to Examine often only gives you a few things to chew over, so as to be able to arrive at the answer yourself.

Other replies are helpful too. 'You don't need to do that' saves you a lot of unnecessary heartache. 'Please try varying that verb' means you can't use it in conjunction with that noun, or perhaps you've mis-spelt it. I won't comment on the cheeky 'Maybe later, maybe not!' message!

Input is multi-word, and a GET ALL command is finger-saving. But the parser isn't as complex as you'll find in an Infocom of Scrolls game. GET ALL EXCEPT DEXTA proves blind to the EXCEPTion, and without warning, you will have picked up the lot.

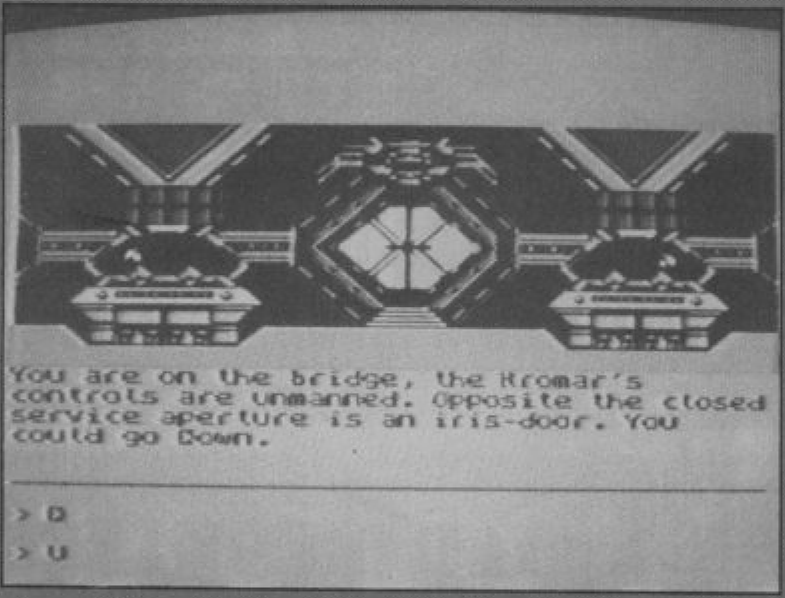
The graphics, which were also created by Steve, are superb. Many of the pictures are cleverly animated in a way that you'll not have seen on a cassette based adventure before.

It's a pity there's no RAM save, but with all those graphics in memory, I could hardly complain that there was not enough room left in the 48k Speccy, which I used to play the game.

I hate brilliant adventures! I keep playing and playing, instead of writing about them, and I get blacks looks from Overseer Metcalfe.

Kayleth IS brilliant — it's one of those adventures which need careful thought to sort out the puzzles. Play it, and every now and again you'll get furious with Steve Ufnowski. And you can be quite certain that he's sitting back somewhere, knowing exactly what you're up to, and laughing like a drain into his computer!

► VOCABULARY	**9**
► ATMOSPHERE	**10**
► PERSONAL	**10**
► VALUE	**9**









C+VG 3 REVIEWS

▶ SUPPLIER: ARIOLASOFT/ ELECTRONIC ARTS
▶ MACHINES: C64/128, APPLE
▶ PRICE: £14.95 (disc only)
▶ REVIEWER: KEITH

Here is another fantasy role-playing adventure in which you first create a set of characters and then set off for the Adventurer's Guild.

I played the C64 version. It comes on two disks, complete with the usual complicated fantasy manual expected for this type of game. This details all the single-key commands, the spells and their effects, character attirbutes, methods of combat, weaponry and what it's for, and all the other usual stuff.

Black mark number one: The program loads with "bad sector" copy protection, which causes the head of your drive to bounce violently against the endstop a number of times, eventually causing the head to go out of alignment.

Too many loads of this sort of program will set you back a tenner or so for a re-alignment job by a specialist computer dealer.

Black mark number two: The title screen has an animated picture of the Bard plucking a suitable medieval instrument, with his lyrics appearing below as he sings. Unbelievably in this day and age, this all takes place in complete silence.

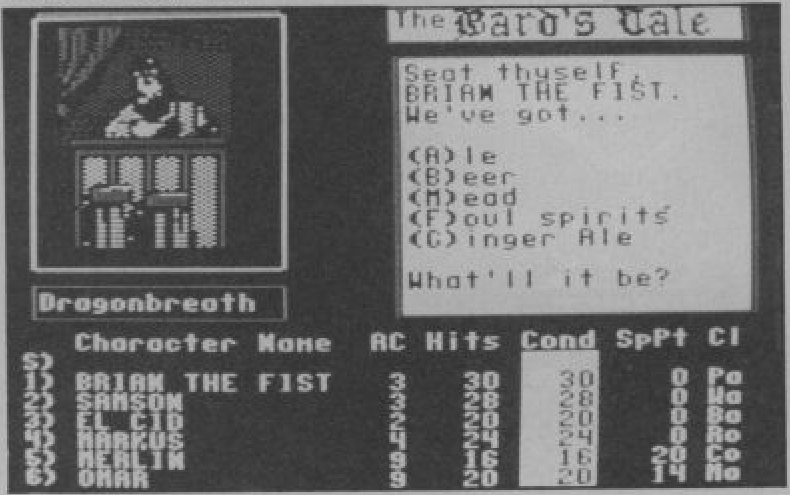
Only at the end of the song is there a short sharp burst of tune, to a black and white version of the now still picture.

Black mark number three: The first thing you must do is to create a character disk, by flipping the program disk over, and selecting option M. This invokes a utility which reads in a set of characters called ATEAM, and then calls for a spare disk to be inserted, which it then proceeds to format.

The reading process itself is quite lengthy, and if, perchance, you should inadvertantly supply a write-protected disk as the spare, as I did, the process aborts, and the source disk must be read again from scratch.

Five separate read and write sessions, between each of which the disks must be swapped, are required to make the copy disk.





THE BARD'S TALE

Altogether, this process took (including the mistake) an incredible 30 minutes.

Black mark number four: When the copy is complete, you are then instructed to turn the computer off, and start *Bard's Tale* again. It was another five minutes before I was able to start into the game, and by now I was heavily prejudiced against the whole package.

The "A Team" soon arrived at Skara Brae, facing a closed door, so with a quick glance at the manual. I entered the K command to kick the door open. I was first treated to the game credits, and a portrait of Michael Cranford, the brains behind it. By this time I felt like kicking him!

Instead, I took my vengeance on three barbarians, who eventually appeared behind the beaten down door.

With the team listed below with all the usual fantasy hit points, condition points etc, and a picture of one of the beasts in the doorway at top left, the conversation took place in a scrolling box.

After deciding to fight, each member of the team is given the option to attack, defend, play a tune(!), or hide in the shadows — probably for a change of underwear.

I made them fight! At each round (these things have to be drawn out to give the illusion of the game player having skill) the team points are reduced as they are hit.

Before long, all three were dead, and it was not without a degree of smug satisfaction, that I noticed two of the "A Team" were dead too! Serves them right for taking so long to copy!

Of course, you can do the usual fantasy-type things in this game, cast spells, add new characters, visit Garth's Equipment Shoppe, or simply recopy the character disk, for kicks!

If I sound flippant, then I am. I find that once you've played one of these, you've played the lot — give or take a few points for implementation.

▶ VOCABULARY	n/a
▶ ATMOSPHERE	3
▶ PERSONAL	1
▶ VALUE	5



ADVENTURE



C+VG 4 REVIEWS

MYOREM

► SUPPLIER: ROBICO SOFTWARE
► MACHINE: BBC 'B'
► PRICE: £9.95
► REVIEWER: JIM DOUGLAS

Welcome to the third part of the Rick Hanson trilogy. After extensive game-play, I can reveal that it's every bit as good a game as the other programs! Those who read my review of Part two, *Project Thesius*, a few months ago, will recall that it was pretty easy. *Myorem* is a real killer!

Set in a South American country ruled by a dreadful dictator, it is your task, as Rick Hanson, to go in and overthrow the entire regime.

You begin the game bound hand and foot to a post, in a dusty arena. You have only a few short moves before you are confronted by a firing squad, and shot. You can't move. You can't speak. You have only your thoughts. . .

Once this problem has been solved, (and I'm not going to tell you how!) you will find yourself in a drainage ditch, alongside the road.

Everything seems to be going well, until you discover that it runs from east to west, through a number of locations, with an apparent dead-end at either end.

This is where you really have to think long and hard about your plan of action, before taking any. Any slip will lead to death at the hands of the firing squad.

If this sounds a little confusing, don't worry. Once you've seen the beginning of the game, and died a couple of times, everything will become clear.

This program features a couple of techniques not previously seen in Robico's games. Initially, there's the text compressor, which squidges the text into 59% less space than it would usually occupy.

The second feature is of far more interest to the player. The Robico Advanced Parser makes the computer about as smart as they come during play. You can type in utterly ridiculous sentences which it will understand with little or no trouble.

You can use words like IT, THEM, ON, and plurals, as well as ALL, EXCEPT, etc, etc.

Another feature is the way that throwing an object is handled. You can hurl an object into different locations, instead of merely being able to throw it, or drop it, where you stand.

The puzzles devised by author and programmer Robert O'Leary are pretty tough. You may well see a solution, but to make it work, you will probably have to perform all manner of operations before you can get away safely. There is a competition open to those of you smart enough to complete the whole game, and the prize is £100.

Myorem (I haven't quite worked out what the title stands for yet) is a cracking good adventure — hard, entertaining, and easy to play. Buy it!

► VOCABULARY	9
► ATMOSPHERE	9
► PERSONAL	9
► VALUE	9

C+VG HIT!

PREHISTORIC ADVENTURE

► SUPPLIER:
► MACHINES: SPECTRUM 48K
► PRICE: £9.95
► REVIEWER: MATTHEW

Prehistoric monsters are back. In fact, they have never even been away!

Here you control Ohio, a Brave Adventurer, in the quest for the apparently legendary Aramanth fruit. This is no ordinary fruit, as it can be brewed into an elixir of eternal youth.

The only person able to brew the elixir is an old man who lives at Stonehenge.

Not content with living for a few centuries, the Old Man (how come he is so old if he hasn't the elixir?) wants to live for even longer, and promises to share his secret with you. (*Sounds like Campbell! Ed.*)

But there's a catch.

The Aramanth fruit can only be found on an arrow-leafed tree on one oceanic island, where, due to the fruit, prehistoric monsters still roam.

Not only have you got to find a way to get to the island, you've got to get back again — with the fruit!

The locations are varied, ranging from Stonehenge to a Burger Bar, and are all described in glorious black and white. No graphics here text-only fans!.

All the other familiar adventure options are included, RAM and TAPE save, HELP, SCORE, etc.

An extra feature is the provision of an EDIT key, which retrieves the last command entered, to allow it to be modified.

This is a good idea for games which accept complex sentences, but as *Prehistoric Adventure* accepts only two words, it seems a little wasted!

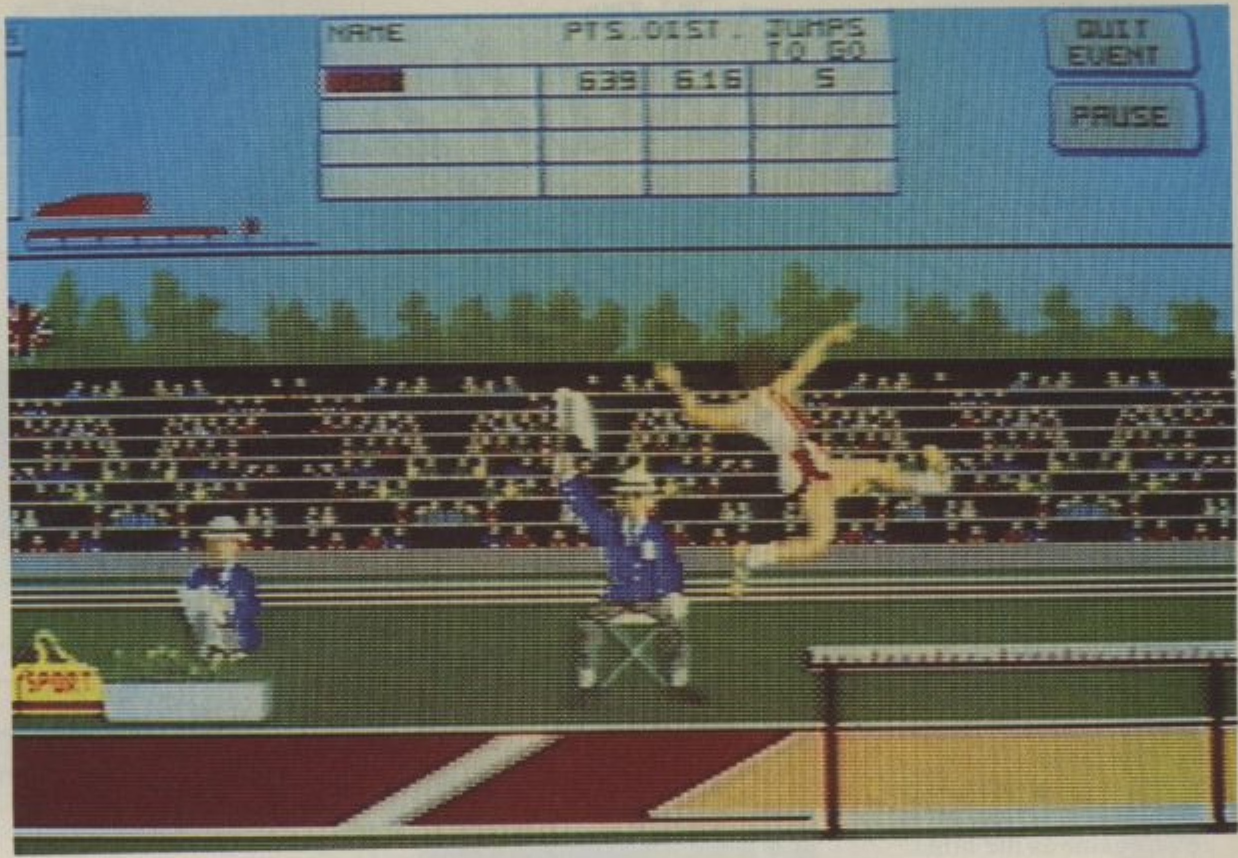
The parser is helpful, as its responses tell you what isn't understood in a bad input. Although the game doesn't involve complicated vocabulary, it is a good challenge for any adventurer.

The initial sequence, which involves a hunt for a map of the island, will require careful thinking as you link new and old objects.

An attractive adventure, where the emphasis seems to have been put on lots of mindbending puzzles, making it a good buy for those of you who prefer the traditional text-only adventures — if you can afford the rather high price of £9.95.

► VOCABULARY	6
► ATMOSPHERE	7
► PERSONAL	6
► VALUE	7





ARENA

Psygnosis was the first company to enter the ST games arena with *Baraticcus*, an arcade adventure which never quite made the grade. At last year's PCW Show they launched two new ST games entitled *Deep Space* and *Arena*.

Deep Space is described as the ultimate interstellar war game harnessing the raw power of the 68000 processor to bring unique 3D solid graphics to the microcomputer.

Although featuring some excellent solid enemy spaceship graphics and a well designed cockpit interior, *Deep Space* just seems to be a little lacking in the game depth department.

Having said that, it may well be one of those games that rewards those prepared to persevere, but after the initial high of the graphics there is perhaps not enough to entice you back for just one more go.

Arena is a six event sports simulation for up to four players. The game features large, well designed sprites moving smoothly over a number of detailed sports stadium backdrops which contain neat little touches like other athletes warming up on the opposite side of the track.

Another nice thing about *Arena* is the size of the main sprite, a full 56x80 pixels giving him a height of about 3.5 inches in his spikes on an average size TV. The graphic design of the athlete is also very realistic, even film like.

The six events are the 100 metres, the pole vault, high jump, long jump, shot put, and javelin. All the events require the rapid pressing of the "energy keys" — the 68000 equivalent to joystick wiggling — to give the athlete more speed or to make the javelin fly further etc. It is annoying that there is not a joystick option as the Atari keyboard sounds and feels a little fragile when pressed this vigorously.

Arena could have marked a notable step forward in the progression of the multi-event sports simulation that began three years ago with Epyx's *Summer Games*. However, a number of needless or thoughtless "features" and even the odd bug detract from the fun and can become quite a frustration.

One of the most annoying "features" in *Arena* is the speech bubbles which appear at pertinent moments during each event. Quips and comments made by both athletes and judges quickly become boring and repetitive and do not enhance the game.

▼ *The Long Jump.*



ST SPECTACULAR

At the very least you should have been given the option to gag all concerned!

The events themselves are played in a similar way to other games of this type which require fast and/or co-ordinated button pressing and a good sense of timing. In all the events except the shot the athlete moves to the right through a number of static screens until reaching the throw or jump mark, where you must press the "jump" key at the right time.

This done, you can normally influence your athlete's performance by further button pressing.

Apart from the 100 metres you are allowed six attempts at each discipline you attempt, although three failures at the same height will end the high jump and pole vault.

There are also a number of "interesting" situations you can get into whilst playing certain events. For example, in the high jump, if you take off too late you will hit the far upright and stop, suspended in mid-air!

On graphics and packaging both *Arena* and *Deep Space* score well, but unfortunately, both have end up more like flawed masterpieces instead of the genuine article. This is a pity considering the obvious graphical talent on show and the huge investment in time and resources Psygnosis have made in producing 68000 only product . . . a brave but risky policy while this market is still in its infancy.

▼ *Arena offers the choice of six different events.*



WINTER GAMES

Winter Games was very successful on 8 bit formats and spawned almost as many clones as the original Summer Games did. The ST version has the same seven events and almost identical gameplay. The graphics have been enhanced for the Atari version although there are less differences than you may expect, which is partly a testament to the quality of the original Commodore graphics.

First off there are option screens for the number of players and their nationalities. I wish you could skip the national anthems, most of which are dull at the best of times, but Epyx's renditions are terrible. The games, on the other hand, are great fun.

The seven events are Ski Jumping, Bobsleigh, Figure skating, Hot dog aerials, Free skating, Speed skating, and Biathlon. Two of the most enjoyable events are ski jumping and hot dogging.

Ski jumping is in three parts spread over two high-res (actually they're Atari low res screen — it's just difficult to adjust!) screens. Having pressed the button to start your descent you must press again at take-off — too late and you end up in an unceremonious heap on the runway!

Once in the air you must maintain good style and ensure a safe landing.



▲ *Winter Games' skiing option.*

This is done with the help of a close-up window showing the skier's profile. Using the joystick you can maximise style points and minimise limb breakages by correcting such embarrassments as crossed skis. A clean landing will only be achieved if the flight is reasonably controlled.

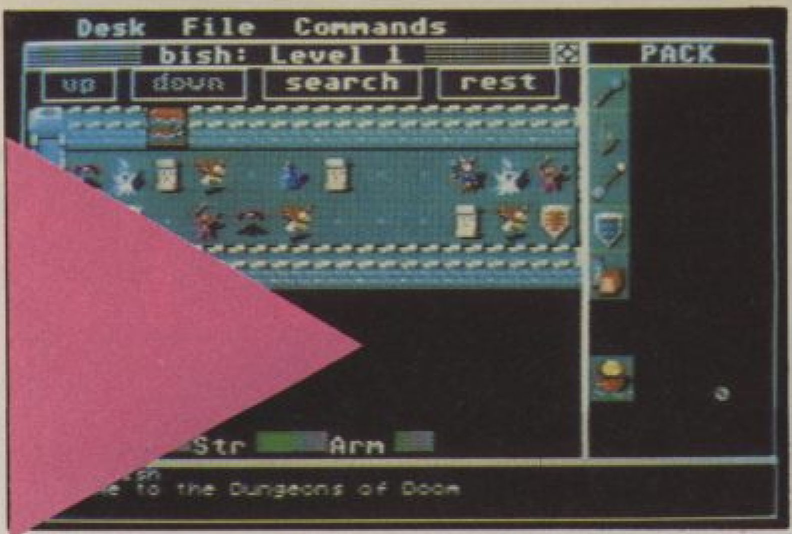
Hot dogging, a kind of aerial gymnastics for people with no respect for life or limb, is fast becoming one of the most popular winter activities on the piste! In a nutshell it involves skiing down a slope and launching yourself into the air off a man-made ramp. Once airborne you are supposed to perform such exotic moves as the 'daffy', the 'back scratch', and the 'mule kick'!

Your score is based on both the difficulty level of the manoeuvres you select, plus the style in which you execute them. If you land head first with your skis dangling unceremoniously in the air, don't expect any favours in the style dept. Difficulty is judged by the number of different manoeuvers performed in mid-air. You can also combine movements for extra points, although points are deducted for awkwardness. If you fail to land on your skis you score the big zilch!



▲ *The Bobsleigh.*

Although the two skating events seem remarkably similar, Winter games is a professionally put together package with enough variation to keep you amused until the big thaw comes along. A must for all sports simulation fans.





ROGUE

You are the *Rogue*! Lost in the underground passageways and damp chambers of the Dungeon Lord, your one reason to stay alive is to recover the Amulet of Yendor, stolen by the Lord many years ago.

The Amulet was left behind by the ancient magicians to remind mankind of its origins. The Dungeon Lord both envied and despised the Amulet's beauty and purity, and vowed to hide it in the deepest reaches of his tortuous maze, drawing those who would seek it out to sure destruction.

So here you are, extremely lost and with an irresistible urge to delve deeper into the Dungeon Lord's domain until you have the Amulet in your grasp.

Rogue could be said to be Epyx's answer to the fast growing clutch of *Gauntlet, Druid, Dandy* type games one or more of which many C+VG readers, being well versed in such things, will already have played or at least seen.

The *Rogue* screen is divided into 3 main areas with a status line at the top allowing you to save/restore games etc. The largest screen section, the level map, shows a plan view full colour map of the dungeon level you are currently in. The rooms and corridors of each level will only be revealed once you have explored them by using the mouse to drag your character around. The level map can be seen in zoom which is useful when you want to get your bearings. In zoom mode the area immediately surrounding the player is shown together with any objects or monsters that may be gresenu. Zoom mode is best for exploration and combat.

A player's potential hit points level increases with experience (like successful combat etc.), but his actual hit points level, at any one time, may be diminished by blows from an adversary, but can be restored by resting.

Along a strip at the bottom of the screen is an adventure-like dialogue window giving a commentary on your progress through the dungeons. You also get a blow-by-blow description each time you go into combat, giving you such lines as "the ice monster swings and hits you" or "You clobber the bat".

Rogue owes more than little to the original Dungeons and Dragons role playing games but makes good use of the computer to give a graphically pleasing and well designed games.

SKYFOX

Skyfox was originally released by Electronic Arts for the Apple II computer as long ago as 1984. Ariolasoft released the Commodore 64 conversion in 1985 when it was a top 5 hit in the UK.

Now the Atari ST and Amiga versions of this evergreen program are released proving that not all games are banished to that great duplicator in the sky after ten weeks on the shelves.

Skyfox is an air to air and air to ground combat and flight arcade/simulation with the emphasis very much on arcade. There are 15 different missions to choose from ranging from training sorties to full scale invasions.

Each mission can be played at any one of 5 skill levels from Cadet (quite easy) up to Ace of the Base (should carry a government health warning!).

The action is viewed from the cockpit of your Skyfox. Skyfox fighters are equipped with the latest in weapon technology including guided and heat seeking missiles. Overhead and forward radar displays help you pin-point enemy instalations and targets while engaging the autopilot will take you to the nearest enemy occupied sector.

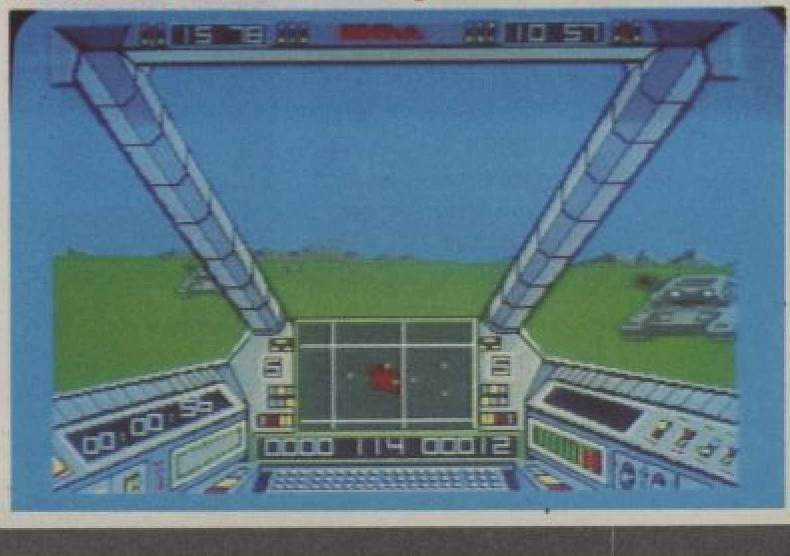
Direction, speed, altitude, and laser fire are all controlled by the mouse but the keyboard is required for missile launch and all other functions including bringing up the status map (beamed from your base computer) which gives you an overview of the surrounding sectors, and allows you to zoom in on any one sector for a closer view of what's going on.

Of the 15 scenarios, the first seven are training missions, some with tanks only, some just with planes and the rest having a liberal smattering of both.

The remaining eight scenarios are the real thing, in which you must quash invading forces as well as protect your home base against capture. Should your base fall to the enemy, you will be unable to land and refuel, and will no longer receive. You will also lose the use of your base computer.

Tanks are dealt with in the low combat arena (below 1000ft.) while planes can only be shot down by flying up through the cloud layer to altitudes of between 30,000-40,000ft. Whether in the low or high combat arena, the 3D background of either tanks and ground instalations or clouds and planes scrolls smoothly towards you at breakneck speed as you destroy anything that moves.

With so many different options and skill levels and a nice balance between arcade, flight simulator, and strategy, there is no reason why the ST version of *Skyfox* shouldn't be every bit as popular as its predecessors.



Q-BALL



We've all seen plenty of snooker and pool computer games — in fact there's already a pool game for the ST entitled *Electric Pool* from Microdeal. But *QBall* takes this gendre of game literally into another dimension!

Quite simply, *QBall* is a kind of 3D snooker played in a cube that can be viewed from any conceivable angle (well 262,144 anyway). In both the single and two player versions of *QBall*, the object of the game, as in normal snooker, is to pot all the balls in the cube. There six reds and one colour, the yellow. Each time a red is potted you can have a go at the yellow and, if successful, its time for another red . . . and so on. Each time the yellow is potted it is replaced in the centre of the cube.

The trditional pocket has been replaced by holes cut out of each of the eight corners of the cube. You have 60 seconds in which to play a shot and, until you get used to the aiming in three dimensions, you'll need every second you can get. Just hitting a ball of the correct colour scores one point for every second remaining on the counter. For potting a red you get 10 points for every second left and a bonus of 500 points. A second red potted by the same shot scores double and a third scores treble — and so on. Potting a yellow is similar to red except the bonus os 2000 points. If you miss altogether or hole the cueball or a red or yellow out of order, you lose 500 points. With eight pockets, this happens all too often.

In linking the player's scores to the timer and by penalising them if they take too long programmer Adam Billyard has clerverly added another dimension (as if there weren't enough already!) to *QBall*, that of the arcade game where increased speed and skill in decision making and aiming are rewarded by higher scores. When playing a shot you can alter the air friction within the cube which determines how quickly the balls slow down and stop.

Although difficult to master at first, *QBall* is well worth sticking with.

PINBALL FACTORY

It was bound to happen sooner or later, and Microdeal have released an ST pinball game sooner. Pinball Factory, the game, puts you in charge of engineering in the factory. Your sole responsibility is the completion and play testing of the boards produced in the workshop.

As an employee of the PF you have various "state of the art" tools at your disposal including Edit Game menu, Edit board Edit Logo-Alter Rules, Test Game and Exit.

EDIT BOARD

This is the central core of the program and has two main functions. Firstly it allows you to customise graphics of the table using a rudimentary graphics package. Then its time to build up your game using the "Bumpers" sub-menu.

While using the drawing program you can flag 14 of the 16 available colours as either visible of invisible. Invisible colours are treated as part of the graphic design of the table and do not interfere with the movement of the ball. Anything drawn in a visible colour can be thought of as a kind of "designer" bumper that can be any shape or size.

Features include brushes (there are ten different ones), Line, Rays, Frame, Box, Circle, Disk, Clear, Undo, Detail (for the engineer who likes things pixel perfect), Fill, and Pattern which is used with the Disk, Box, and Fill commands. You can also select any 16 from 512 colours using the RGB selector.

EDIT LOGO

Using similar graphic tools to those on the EDIT BOARD (with added airbrush, text, and shadow functions), you can design a logo for your table. Logos are purely superficial and have no bearing on the game itself, being positioned to the right of the table, away from all the action.

ALTER RULES

Here you can get one up on Newton by tweaking gravity to see what it would be like playing pinball on the Moon — or even Jupiter. You can also change the elasticity of the ball making it bounce faster off bumpers etc. The number and speed of your balls can also be set together with the "free ball" score threshold which depends on how generous you're feeling. Next you can set the strength and value of the various bumpers you have used in your design.

Pinball Factory will go down well with all pinball freaks.

THE MUSIC STUDIO

The Music Studio was very well received when it was launched on the Commodore 64 because it was one of only a handful of programs — along with others like Rainbird's *Music System* and Broderbund's *Music Shop* — that combined ease of use with a comprehensive range of functions and features allowing even the musically naive to get started immediately.

While there are undoubtedly a number of more sophisticated music packages available for the ST, these, though, tend to be targeted towards the more musically inclined amongst us who already know a quaver is not just a cheese snack.

Still other ST music progs turn your keyboard into an editing/mixing boad (a kind of musical terminal) making use of the Atari's in built MIDI ports to talk a common language with many other MIDI compatible keyboards. For all *Hitchhiker* freaks out there, think of a MIDI port as a kind of musical babel fish!

Activision's ST version of *The Music Studio* certainly makes good use of the Atari's midi compatibility but never forgets that many of us don't have a Yamaha DX7 or a Casio CZ-101 synthesiser sitting around. This then is a program that can be used in a number of different ways by people of varying musical competence and talent.

Each instrument is represented by a different colour so it is easy to see which notes will be played by which instruments by their colour on the stave.

MS comes with 5 pre-programmed instruments but you can create and store your own or tweak existing ones to get the effects you want.

Music Studio was one of the first music packages for the ST and is till one of the best and easiest to use. For the musically innocent, it serves as a perfect introduction, while still offering enough depth to please all but the professional musician.

ST SPECTACULAR

NEWS ● NEWS ● NEWS ● NEWS

Because of the dramatic explosion in ST game releases, this feature and the one in last month's C+VG, has only covered a percentage of the total number of games currently available.

Hopefully it represents a cross-section of tastes, but for the inquisitive amongst you, here is an exhaustive list (as of December 1st 1986).

ACTIVISION
23, Pond St., Hampstead NW3 2PN: 01-431 1101
Hacker II: str
Shanghai: card (Feb 86)
Music studio: music
Wishbringer: adv
Moonmist: adv*
Trinity: adv (Feb 86)
Ballyhoo: adv
Basketball: sport
Baseball: sport*
Football: sport*
The Last Ninja: arc*
Portal: *
Enduro race: arc*
Quartet: *
Tas Times: adv (g)*
Paintworks: graphics
L. C. People.: (Jan 86)
A Mind Forever Voyaging: adv (Aug 85)
Leather Godesses: adv (Jan 86)
Mindshadow: adv (Aug 85)
Borrowed time: adv (g) (Aug 85)
Cuthroats: adv
Deadline: adv
Enchanter: adv
Hitchhikers: adv
Infidel: adv
Plantefall!: adv
Seastalker: adv
Sorcerer: adv
Spellbreaker: adv
Starcross: adv
Suspect: adv
Suspended: adv
Witness: adv
Zork I, II and III: adv
● Activision have the largest catalogue of ST Games of any company largely due to their ownership of Infocom. Ones to look out for in the first half of 1987 are *Portal, Enduro Racer* (converted from the arcade game of the same name) and *Quartet.* All three should be out before the end of the summer.

ANCO
● Karen Graham. 35 West Hill, Dartford, Kent DA1 2EL: 0322 93513/8
Bridge 4.0:*
Compubridge:
Peggammon: board*
Strip poker: (Jan 86)

ARIOLA
● Amanda Barry. 68 Long Acre, London WC2E 9JH: 01-836 3411
Skyfox: comb/sim* (Feb 86)
Degas: graphics
Degas Elite: graphics
● Unfortunately there wasn't room to review *Degas Elite* — which has just arrived. But, on first sight, it looks very impressive.

ATARI
● PR Agency: Claire Walker. Suerling PR. 1 Lowther Gdns, Prince Consort Rd. London SW7 2AA: 01-581 1721
Battlezone: arc*
Joust: arc*
Millepede: arc*
Star Raiders: arc*
● Although it was intended to review at least one of Atari's ST conversions the companies PR agency were unable to confirm release dates, or even if they would be released in the UK at all!

BEYOND
● Tom Watson. First floor, 74 New Oxford St., London WC1A 1PS: 01-631 5373
Star Trek: arc/str*
● The game of the programme should be boldly launched around March/April time but don't hold your breath. When it does arrive the object of the game will be to save a portion of the universe, at present infected by a Klingon and Romulan rebellion. To prevent the rebellion from spreading, a 1,000 star section of the universe has been enclosed in a Klein Sphere even though many 'innocent' planets have been trapped inside it. Your mission, Jim, should you decide to accept it, is to boldly snuff out the rebellion . . . boldly. You control seven members of the Enterprise crew, Kirk, Spock, Scotty, Uhura, McCoy, Chekov and Sulu, in a desparate bid to convert or eliminate all the waring factions inside the sphere. Only then can the sphere by removed so that the universe can live happily ever after.

The graphics are nothing short of fantastic, each character being instantly recognisable when his or her personal screen is paged.

Game play seems to be split in three. Part of the time is spent navigating from one part of the sphere to another using a couple of 3D star charts to "plot a course Mr Sulu". Next comes the odd bit of combat, and to be honest it looks a little odd at present but, to be fair to Firebird, this part of the game was unfinished when last seen. The third, and most strategically orienated part of the game involves picking a landing party (maximum five) and beaming down to various planet's surfaces to collect things, and/or deal with problems you may encounter.

Each of the seven crew members mentioned above have their own skills, so performance in this section will depend on your choice of landing party personnel.

EIDERSOFT/PARADOX
● Janet Wardrop. The Office, Hall Farm, North Ockendon, Upminster, Essex RM14 3QH: 0708 852647/851099
Karate: arc
Protector: arc
War Zone: arc*
Fire Blaster: arc*
3D Chess: board+
Mission Mouse:
Space Station!: arc (Jan 86)
Demo Disk!: arc*

ELECTRIC
● Unit 8. Cromwell Business Centre, New Rd., St. Ives, Cambs PE17 4BG: 0480 66433
Red Alert: arc/sim*

ENGLISH SOFTWARE
● P. Morris. 1 North Parade, Parsonage Gdns., Manchester M60 1BX: 061 835 1358
QBall: sport (Feb 86)
Knight Games: sport*
● Your 16-bit reporter has heard that English Software is busy converting *Knight Games* for transatlantic consumption courtesy of Mastertronic, who also have plans to launch *Ninja* there sometime in 87. Let's hope that these titles also see the light of day over here. Meanwhile, *QBall* is causing industry eyebrows to be raised and quite rightly.

FTL
Sundog: arc/str (Aug 85)

HABA
● Pier Rd., North Feltham Ind. Est., Feltham, Mddx TW14 0TT: 01-751 6451
Flight simulator: sim*

LLAMASOFT
Colourspace: zarjaz (Aug 85)
● It's about time we had something else from Mr Minter. One gets the feeling that if Geoff really turned his mind to it, the ST wouldn't know what hit it.

MICRODEAL
● Jenny Pope. P.O. Box 68, St Austell, Cornwall PL25 4YB: 0726 68020
Major Motion: arc
Cards: card
Pinball Factory: sport (Feb 85)
Electric Pool: sport
Karate Kid II: arc*
Shuttle II: sim*
Animator: animation*
Trivia Challenge: trivia
Time Bandits: arc
Lands of Havoc: arc
● *Karate Kid II* looks VERY impressive in the graphics dept, it only remains to be seen how it plays and sounds.

MICROPROSE
● P.O. Box 24, Cirencester, Gos: 0453 886386
Silent Service: sim (Feb 87)

MIRRORSOFT
● Pat Bitton. Maxwell House, 74 Worship St., London EC2A 2EN: 01-377 5837
Cinemaware: adv* (g)
Film Director: animation*
Art Director: graphics (Jan 86)
Spitfire 40: comb/sim*
Strike Force Harrier: com/sim* (Feb 86)
The Bermuda Project: adv* (g)
The Black Cauldron: adv (g)
Space Quest: *
3D Helicopter Simulator: sim*
Fleet Street Editor: desk top*
Deja-Vu: adv* (g)
Kings Quest II: adv (g)*
Ultima II: adv (g)
● Mirrorsoft is another UK company heavily committed to 16 software. They are already one of a select band selling Macintosh games, some of which are being converted to run on the ST. Probably the most exciting prospect here is *Deja-Vu* — the Mac version of which was reviewed in the August 1985 issue of C+VG.

NOVAGEN
● Tim Bosher. 142 Alcester Rd., Birmingham B13 8HS: 021 449 9516
Mercenary compendium: arc/sim/str/adv (Jan 86)
We await the sequel to *Mercenary* with baited breath!

PSION
● Psion House, Harcourt St., London W1H 1DT: 01-723 9408
PR. Louise Blakesborough of Kinnear Ltd: 01-499 8650
Psion Chess: board (Jan 86)

PSYGNOSIS
● 1st Floor, Port of Liverpool Building, Pier Head, Liverpool L3 1BY: 051 236 8818
Deep Space: arc/str (Feb 86)
Arena*: sport (Feb 86)
Brataccas: arc/adv (Aug 85)

RAINBIRD
● Clare Edgeley. First floor, 74 New Oxford St, London WC1A 1PS: 01-2409 8838
Jewels of Darkness: adv (g)
Advanced Art Studio: graphics*
Tracker: arc/str*
Silicon Dreams: adv (g)
Guild of Thieves: adv* (g)
Star Glider: arc (Jan 86)
The Pawn: adv (g) (Aug 85)
● The next Magnetic Scrolls adventure, *The Guild of Thieves*, should be with us soon. If this is anything like as good as *The Pawn* (Aug 85 C+VG) we should be in for a rare treat. Two adventure trilogies that are already available are Level 9's *The Jewels of Darkness* and *Silicon Dreams.*

At £19.95 both these trilogies represent outstanding value for money and should not be missed by either of the ST owners in the UK who never played the eight bit versions.

SILICA
● 1-4 The Mews, Hatherley Rd., Sidcup, Kent DA14 4DX: 01-309 1111
Amazon: adv (g)
Brimstone: adv
Coverted Mirror: adv* (g)
Crimson Crown: adv (g)
Delta Patrol: defender*
Dragon World: adv (g)*
Electro Solitaire: board*
Essex!: adv
Fahrenheit 451: adv (g)
Forbidden Guest: adv
Gateway: adv (g)
Hex: Q-bert
Mean 18: sport
Mindwheel: adv*
Monkey Business: arc
Murray and Me: *
Nine Princes in Amber: adv (g)
OO-Topos: adv (g)
Phantasie: arc/adv
Rogue: arc/adv/str (Feb 86)
Spiderman: adv* (g)
Sword of Kadash: adv (g)
Transylvania: adv (g)
Treasure Island: adv (g)
Universe II: arc/str
Winnie the Pooh: edu*
The Wizard of Oz: edu*

KEY
arc = arcade
adv = adventure — text only
adv (g) = adventure with graphics
sim = simulation
sport = sport, pastime, or hobby
com = combat
str = strategy
= included in company news section
* = not available as of 1st December 1986

● Thanks to Silica Shop for their help in compiling these features.

ST SPECTACULAR



The world of highspeed skateboarding and motor racing are covered this month. Clare Edgeley also play tests the newest Commando game to hit the arcade — Jackal.

● 720°

Breathtaking acrobatics, fast and furious action and the ability to take skateboarding expertise to new heights make Atari's new blockbuster, 720°, a thrilling game to play.

In skateboarding jargon, 720° happens to be one of the most difficult manoeuvres you can perform. Jump into the air and twist a full 720 degrees before landing. It looks as difficult to do in the game as it is for real.

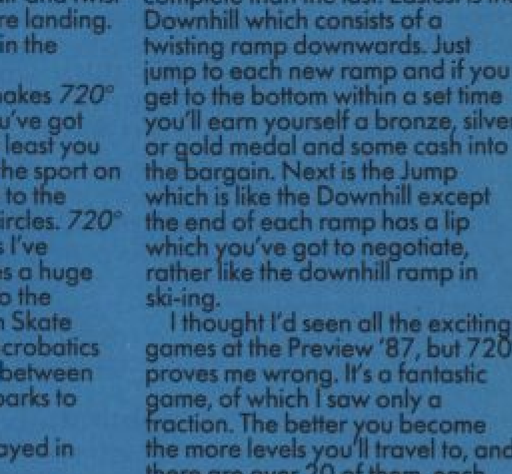
Perhaps this is what makes *720°* so exciting. Whether you've got good balance or not, at least you can prove proficient at the sport on screen. But there's more to the game than just turning circles. *720°* is one of the only games I've encountered which gives a huge freedom of movement to the player. You can travel in Skate City, perform as many acrobatics as you can and choose between several special skating parks to prove your prowess.

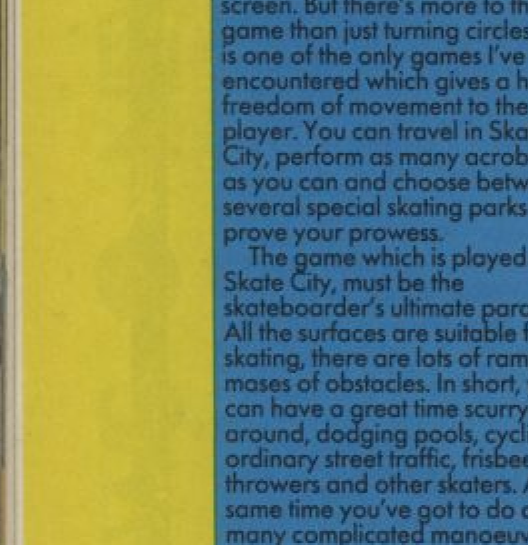
The game which is played in Skate City, must be the skateboarder's ultimate paradise. All the surfaces are suitable for skating, there are lots of ramps and mases of obstacles. In short, you can have a great time scurrying around, dodging pools, cyclists, ordinary street traffic, frisbee throwers and other skaters. At the same time you've got to do as many complicated manoeuvres as possible to earn tickes to enter one of the four parks. This is vital. If you hear the dreaded words, "Skate or Die" and you don't get your skates on and make it to a park in time, you're mown down by a cloud of. . . well it could be anything, but there's no escaping its deadly tentacles. It'll flatten you and you'll lose precious life.

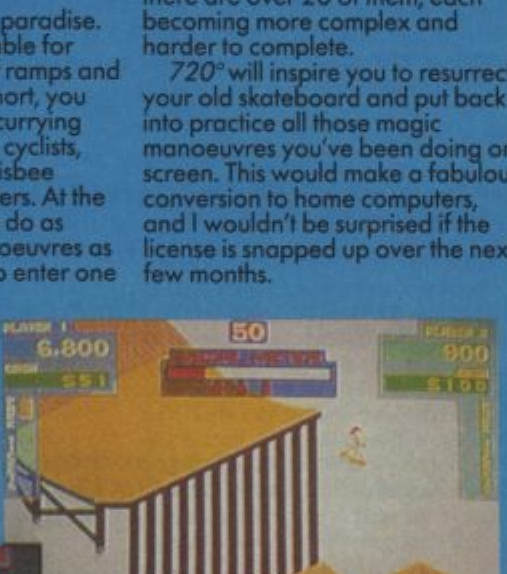
To find a park, just skate onto one of the many 'map' signs and you'll be shown your position in relation to the four parks and four skateboard shops which are dotted around. The parks are paradise and each run is more difficult to complete than the last. Easiest is the Downhill which consists of a twisting ramp downwards. Just jump to each new ramp and if you get to the bottom within a set time you'll earn yourself a bronze, silver or gold medal and some cash into the bargain. Next is the Jump which is like the Downhill except the end of each ramp has a lip which you've got to negotiate, rather like the downhill ramp in ski-ing.

I thought I'd seen all the exciting games at the Preview '87, but 720° proves me wrong. It's a fantastic game, of which I saw only a fraction. The better you become the more levels you'll travel to, and there are over 20 of them, each becoming more complex and harder to complete.

720° will inspire you to resurrect your old skateboard and put back into practice all those magic manoeuvres you've been doing on screen. This would make a fabulous conversion to home computers, and I wouldn't be surprised if the license is snapped up over the next few months.







ENDURO RACER

Enduro Racer is a trial bike simulation from Sega and it's brilliant. Once again, the game has been designed to attract and who couldn't resist a ride on a bright yellow and blue Enduro which awaits anyone wanting a bit of fun.

Like *Hang-On*, you sit on the trail—bike and steer with the handlebars. Throttle and brake are just wher you'd expect them and the screen's placed just above the handlebars. Every move you make on your bike is simulated by your rider on the screen.

As you might guess, this is a trials simulation and has you hopping your bike over obstacles which consist mainly of logs and boulders — at least on the early levels.

It comes as a bit of a surprise when you realise that to jump a log you've got to do a wheelie in mid-air so that you land on your back wheel at the other side. It makes sense really.

Land on the front wheel and you'll end up on your head. That can be pretty disastrous as it loses you vital seconds. To do a wheelie, plant both feet firmly on the ground and lift the handlebars.

Your rider does the same on screen and, if you manage to change course in mid-air too you might miss the boulders on the other side of the log. It's a great idea and really works. The feeling of riding a bike is tremendous.

There are seven stages to this race and each level gets progressively more difficult. Apart from coping with the varius obstacles, you'll have to watch the other bikers. They play dirty, will get in your way, Crowd you off the edge of the track and generally do what they can to stop you winning.

The best tactic is to get out in front and stay there. They soon catch up, but it gives you a chance to get used tothe bike and obstacles.

The track rises and falls, twists and turns. As soon as you're over one set of obstacles you barely have time to accelerate before the next lot are upon you.

There's no time to think or make mistakes. If you come off your bike more than once, you can say goodbye to your chances of beating the time limit.

Crashing is spectacular. You fly off your bike and land in an untidy heap, the bike spins off out of control and explodes leaving behind a smouldering wreck.

The clock stops while this happens, but starting off is necessarily slow and this is when time points are wasted.

The graphics are bright and well drawn with a cartoon style quality. *Endura Racer* is timeless and very addictive. It'll appeal to everyone and is one of those games which is simple to play for the first time. Just shove in your money, wait for the green light, rev the throttle and off you go. An exciting ride and totally different in gameplay to *Hang-on*. Play it if you fancy a ride with a difference.











● JACKAL

"Action, excitement, destruction!!! It is the way of the Jackal!!!" And that just about tells you all you need to know about Konami's latest offering — *Jackal*. Though to be honest, it's a lot tamer than it sounds.

Jackal takes us back to the age-old war theme of suicidal missions, save the prisoners of war and to hell with your own safety. It is, in fact, quite difficult and there is lots of action — mostly on your part as you charge into enemy territory, bombing enemy outposts and saving the skins of your brave fighting compatriots.

It'sa a bit like *Commando* and *Rambo* in the sense that there's a map which shows how far you've travelled, the terrain's rugged and the theme of storming the enemy single handed — actually there are two of you in the jeep — all helps with the impression that you've done this once before on some other game, in some other year.

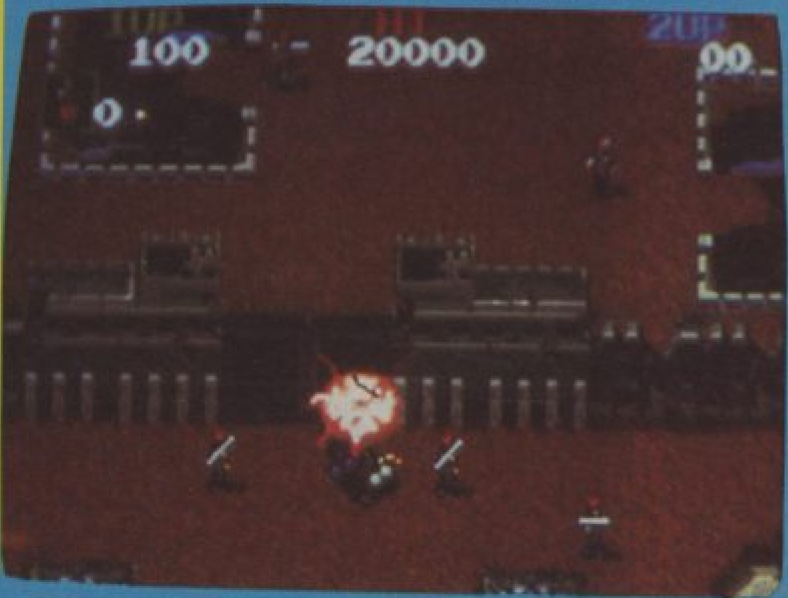
I like *Jackal*. It's difficult but each time you play it you get a bit further on in the game. Just the right combination to empty your pockets of ten pences as you strive to beat the baddies.

You start off on the edge of enemy territory. A transport plane drops your armoured jeep and another plane flies over dropping you and your intrepid team mate by parachute. Once you're in the jeep the action starts. You'll quickly learn that all you've got in the way of protection is a machine gun which always fires north, no matter what direction the jeep is pointing in, and grenades which can only be thrown from the front of the jeep, though, thankfully, in any direction.

You immediately come under attack from three foot soldiers but they're no match for your machine gun and their bullets are easily dodged. Your mission immediately gets harder as you come across mortar emplacements and enemy strongholds. Now's the time to get used to handling the jeep. Manoeuvre it into position so that you can take out the mortars with machine guns — beware the mortar fire, it takes a bit of dodging — and then run the jeep head on to a building and chuck in the grenades. The roof blows off and the POWs escape. Now you can scoot across to pick them up before they catch a stray bullet. If there are no POWs, you'll earn some points. So, either way, it's good policy to blow up as many buildings as possible.

Next you'll come to the gates, strongly guarded with mortars. Inside the gates, the battle hots up. There are many more foot soldiers, more tanks and, of course, more buildings. Your work's cut out to get through that lot unscathed, and remember, you've got to hang around to pick up the POWs which makes you a sitting duck for enemy sharpshooters.

The best ploy is to pick up as many POWs as you can and make a run for the rescue helicopter which marks the end of each section. There's a 'STOP' position marked out for your jeep, and from there the POWs can make the short run to the chopper. The more POWs to reach the chopper, the more points you get.



MICROSELL

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FOR SALE, games for C64 — Summer Games £4, Summer Games II £4, Hardball £4.50, Starion £4, Paradroid £4, Rocky Horror Show £3 plus many others. B G Townsend, 105 Tintagel House, Salisbury Road, Edmonton, Lndon W9.

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ATARI games to swap or sell, Electra Glide, Zone X, etc. Send lists to: M. Cappiello, 13 Hunters Grove, Kenton, Harrow, Middx, HA3 9AB, or phone 01-907 2522.

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SPECTRUM 48K OR + I am selling 15 games for £20 or sold seperately. For details write to: Christopher Pett, 230 Kenthouse Rd, Beckenham, Kent. BR3 IJN

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SPECTRUM SOFTWARE £2.00 EACH. Tapper, Gyroscope, Rock'n' Wrestle, Match Day, Turbo Esprit, Spy Hunter, Superbowl, US Gaseball, Basketball, Skooldaze, Commando, Full Throttle, Monty More, Automania, Grand National, Now Games, Trashman, Deathchase, Wriggler, Decathlon, £3.00 Tomahawk, £3.00 Megahits, Tel (0509) 230186.

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MICROSELLS — It costs only £1 to advertise in Microsell!

Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.

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C64 ORIGIGNAL games for sale many latest including Infiltrator, Thai Boxing and many more. Ring Tony on 582 7259.

ATARI TAPES: F15 Eagle, 2 Axxon Rescue on Fractalus, Encounter, Smash Hits 1 Roms: Pole Position, Pacman, Defender, Qix, Galaxian, Joust. All in original boxes, all £5.50 Each. Tel. 091 584 6284 after 6pm.

COMODORE 64 SOFTWARE FOR QUICK SALE 52 top titles including: The Way of The Tiger, Geoff Capes, Spy Hunter, Off The Hook, Sabre Wulf, A View to a Kill plus many many more (US Gold) (Data Soft) (Master-tronic) (Americana) titles also the Designers Pencil and three 64 cartridges. Worth over £200 will sell for £100 or split send a S.A.E. For full list write to: Mr D Britton, 10 Cicely Street, Liverpool 7, 1QD Merseyside.

TO SWAP CBM 64 games, Disk only. Large collectors all over the world! Write to: Leo Bax, Leevwenhagen 18, 3070 5H, Rotterdam, The Netherlands.

ATARI — Software to swap on tape and disk such as Gremlins, Mr Do's Castle, Hardball, and many more. Write to: Gwyn, 135 Ynyscynon Rd, Trealow, Rhondda, Mid Glam

COMMODORE 640 OWNERS: wanting to swap the latest games (Disk Only) then send list to: Shawn Morris, 38 Hillcrest, Westdene, Brighton, Sussex, England, BN1 5EN.

FOR SALE: 2 month old Commodore 128 including C2N Datasette, 128 Music Maker and 16 games including Super Cycle, Leaderboard and Uridium will sell for £300 O.N.O Tel: Ian after 5.00pm on Southampton (0703) 736770

COMMODORE 64 SOFTWARE. Lot's of software to swap (disk only) including: Print Shop, Miami-Vice, Asterix, Super-Cycle and The Newsroom. All letters answered. Please send your list to: Anthony Flynn, 16 Avoca Close, Leicester, LE5 4RA.

FOR SALE: CBM64 games; on disk: Ghost + Goblins, Green Beret, Leader Board, Infiltator, Dragon's Lair: £4; on tape: Turbo Tape, Ping Pong, Boulder Dash I & II, Gyruss: £2; + many more. Write to: Mr. Devaut, rue Deprez-Houdret No 27,4300 Ans, Liege, Belgium.

AMIGA OR C64 USERS!! We know you are out there somewhere! If you want a Good contact, write to Arjan Smid, Brakkenpad 3, 4205 ZL Gorinchem, Holland, or call 01830-23769 for success.

CBM 64 wants to swap new software and tips with people all over the world. Disk only. All letters answered. Send list to P. Breen, Clone, Ferns, Co.Wexford, Eire.

COMMODORE 64, tape deck, joystick, magazines and over £500 of software including Dan Dare, Summer Games, Dragons Lair, Way of the Tiger and more. Original price £800, sell for £250. Telephone Lawrence (01) 980 5108.

SPECTRUM ADVENTURES, now available, ugg attack 2. Includes: 4 directional view, picture every location, independant characters. Comes in two parts because of memory limitations of the 48K Spectrum. Both parts on one cassette. Only £3.00. Cheques/p.o's payable to Alistair Provan. Send to Don. Soft, 35 Church Street, Kilbarchan, Renfrewshire, PA10 2JQ. Delivery within 20 days.

CBM 64 GAMES FOR SALE. Uridium, Hardball, Winter Games, Fight Night, £6 each. Little Computer People, Raid on Bungeling Bay, £4 each. Phone Stephen. 04253 2227 after 5pm.

COMMODORE 128 + C2N + 2 JOYSTICKS. All as new in original boxes. 28 top ten software titles + over 90 magazines. Total value £700, will sell for £400 o.n.o. Tel: 01-764 8891.

SPECTRUM 48K+ FOR SALE. Including data recorder, Kempston interface, and joystock. Many games including Commando, Zoro, Pole Position, Tomahawk, Yie Ar Kung Fu and Batman etc. All in good condition and all boxed, will sell for £135. Tel: Nick Peterborough 242744.

AMSTRAD CPC464 + Disc Drive + Vortex 512K Memory (Fitted) + Green Monitor + Maxam Assembler (ROM) + Disc Games and Utilities + Tape Games + Books + Dust Cover + Magazines + Blank Discs. All manuals included. Worth over £800. Sell for £450 ono. Tel Golden Valley (0981) 540060 (everything well kept and boxed).

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COMMODORE 64 SOFTWARE. Fourth Protocol, Lord of the Rings, Koronis Rift, Sherlock, Hampstead, Elite, Subsunk Thrust, 10 Computer Hits, £30 all boxed, ex. cond. Phone 051-546 7501 (Liverpool). Ask for Jason.

THESE 6 GREAT TITLES FOR THE SPECTRUM 48K: Ghostbusters, Rambo, Hunchback 3, Konami's Tennis, Niver-ending Story, Jack the Nipper, all for £20 or £4 each. Please contact Lee after 6pm at (01) 864 6134.

FOR SALE: Portable SX-64 home computer. Commodore 64 compatable. Built-in disk drive + monitor. Lots of disks including Alter Ego. Reset switch + disk nibbler. Great bargain. Hardly used. £350 ono. Worth £500. Ring Harpenden (05827) 69866.

FOR SALE (or will swap). Interdictor Pilot, Little Computer People, Graham Goochs Test Cricket, Skel & Widows Revenge. All C64. Phone Robbie, 01-698 4077, between 5 & 9pm.

BBC B with DFS, 100K disk drive, 452 Cub Monitor, Tape Recorder, Blank Discs + Cabinet, over 120 games. Many books, + mags + speech syn. Dust cover, monitor plinth + leads. Best offer accepted. Tel: (0727) 23540.

COMMODORE AND ATARI 520ST SOFTWARE TO SWAP. Please send your lists to the below address. Mr J. Anderson, 27 Drumpark St., Glasgow G46 8LR, Scotland.

CONTINUOUS COMPUTER STATIONERY in small quantities, 200, 400, 1000 & 2000 sheets prices from: £11.43 for 2000 sheets of plain listing paper + £3.50 p&p. £3.99 for 400 sheets + £1.99 p&p. £15.39 for 2000 sheets of 70gsm micr perf + £4.60 p&p. £2.99 for 200 sheets + £1.99 p&p. £14.99 for 2000 3.5" x 1.4" self adhesive lables + £1.99 p&p. £2.00 for 200 + £0.60 p&p. Send SAE for order form and price list to: Brigantic Computer Services (CVG), PO Box 517, Bamber Bridge, Preston, PR5 6DB.

COMMODORE 64 CENTRONICS INTERFACES FOR SALE, plus driver software and full instructions, £19.75. The interface has almost 1m cable and fits neatly to the user port. Cheque with order to Mr D. Snocken, 18 Clifton Gardens, West End, Southampton, Hants SO3 3DA.

CBM 64 SOFTWARE TO SWAP. 1000+ titles, including latest games. Send lists to Richard Coggins at 33 Kentwell, Riverside, Tamworth, Staffs, B79 7UB, England, or tel: 0827 69878. 4pm-11pm. Disk only.

FOR SALE: CBM 64, 1541 Disk Drive, C2N Cassette Unit, Three joysticks and £500 worth of original software (disk and tape) worth over £900, sell for £400 ono. Also Spectrum 128 few months old still boxed, five original games incl. Batman Int Matchday, £65. Chris Whyatt, telephone: Fairseat 823 522.

ATARI 800XL, 1050 Disk Drive, 1010 Cassette Recorder, 1020 Colour Printer. Selection of excellent software on disk and cssette, joysticks, disk doubler and large range of magazines and books. £200. Tel: Ely 720 602.

DO YOU WANT TO SWAP YOUR LATEST C64 SOFTWARE? Then contact: N-M Mirani, Buizerdweg 106, 1826 GJ Alkmaar, Holland. Phone: 072-618 427. Don't delay, let me know today.

UPGRADED ZX Spectrum plus large selection software £130. Ring Jason Horndean 595868.

MSX games to sell or swap and Amstrad games to sell, including Sorcery, Ghostbusters and Hunchback for the MSX and The Way of the Exploding Fist and The Quill adventure writing system for the Amstrad. Phone 31685 for a full list and ask for Robert.

COMMODORE 64 SOFTWARE TO SWAP. Will swap Fourth Protocol, Kensington, Starion, Thing on a Spring, Spiderman, American Football, Alien, Broad Street, Eureka, Star Fire & Fire One, Acos Plus, and 6 other games for Dosofts Megautility and Megatransfer disk V.4.0. Please write to M. Metcalf (Jnr), 2 Coalbank Road, Hetton Le Hole, Tyne and Wear, DH3 0EG, or will swap for Freeze Frame II.

SPORTS ON CBM 64. 6 Hits: Summer Games I & II, Wintergames, Hesgames, Hypersports and Hunchback at the Olympics. All originals. Whole lot on disks for £10 (700 BFR/40NLG). Send money and address to Ouranoy, Bassinstraat 2, B-2650 Boom, Belgium. Honesty guaranteed.

CURRAH SPEECH UNIT, DK Troniks Programmable Joystick Interface. Quickshot II joystick and 12 games including Elite, Bomb Jack, Frankie Goes To Hollywood, and many other good games. Would cost £150 for special price of £70 ono. Write to Derick Cochrane, 5 Alma Terrace, Newport-on-Tay, Fife, Scotland, DD6 8H2.

SPECTRUM PLUS, Modem, ZX Printer. £160 of software, tape recorder, joystick & interface, sound amplifier, Currah Micro speech, spec-drum, over £40 of magazines, spare keyboard, extension ribbon connector. All boxed with manuals, as new worth over £550. Bargain of the month at £195 ono. Phone Mick on (0926) 491585.

CBM 64 ORIGINAL SOFTWARE FOR SALE. 15 pieces of great software for amazingly cheap prices. Worth over £100, will sell for £72.00. Buy seperately or together. Send for lists to phone (04024) 57482, after 5pm on weekdays or all day weekends. Ask for Sarah.

FOR SALE, Spectrum 48K+, Kempston joystick, interface, colour monitor interface, light pen, tape recorder for Spectrum, 50 well known games, 50 assorted mags. All this for ony £165 quick sale. Shaun Jowett, 21 Inmans Road, Hedon, Near Hull, HU12 8NG. Tel: 898357.

FREE! Epson LX80 printer. Send your 30 (or more) best CBM 64 games on disk. The best selection for the printer. Toluuleikir Prentari, Vidivangur 18, 320 Hafnarfjordur, Iceland.

CBM 64 GAMES to swap or sell. Disk only. Lots of excellent titles. Write to Hermann Asmundsson, Vidivangur 18, 220 Hafnarfjordur, Iceland. If swapping send you game list.

SPECTRUM PLUS COMPUTER with data-corder, joystick & intrface (slow motion facility), number of games including the Hobbit & Chess. £85 ono. Phone Cockforsters 01 441 1127.

CBM 64 USERS! I've a package of 6 games and 3 books for sale. It's worth £80, but will sell it for £30. Write to V. Patel, 19 Tresco Road, Berkhamsted, Herts, HP4 3JZ.

COMMODORE 64 GAMES FOR SALE. Including Fairlight, Eidolon, Vridium, Fourth Protocol, Quill, and many more on tape, and Mercenary on disk. All AS NEW, and half price. Would sell entire collection for ⅓ price. For full list + prices send s.a.e. to Richard E. Nielvb, "Denby", 3 Westwood Road, Bidston, Birkenhead, Wirral, L43 9RG; or ring 051 652 5489 after 5pm.

ELECTRON COMPUTER FOR SALE, with leads, manual, programming book, tape recorder, £80 worth of games (inc Gyroscope, Frak, Beach Head, Combat Lynx), stacks of Electron User magazines. Worth over £200. Excellent condition. Will sell for £110. Phone (04895) 4289.

ORIC/ATMOS 48K GAMES. Xenon I — £4; Fantasy Quest — £3.50; Oric Trek — £4; Books: Sixty Programs, Meteroic Programming; Games to play on your Orrc I — £2.50. David Yip, 77 Great North Road, Gosforth, Newcastle, NE5 2DQ.

VIC 20, C2N, 8K ram pack, 16K switchable ram pack, 4 slot switchable motherboard, programmer's aid cart. Super Expander cart. (+3K ram), Sargon II chess cart., 40/80 column board, Perils of Willy, Jetpac, The Quest games. Cost £400+, sell for £100 ono. Contact Pak Kit on Coalville 811384 between 4pm-9pm.

FOR SALE — Spectrum +, cassette recorder, Quick Shot 2 joystick and Cheetah interface, £100 of games inc Commando, Ast etc. All worth £245 sell for £85 including many Sinclair User mags. Tel f(0949) 37235 and ask for Justin after 4.00 pm.

I LIVE in Buenos Aires, Argentina and have an Atari 800 XL w/256KB RAM upgrade, 1050 disk drive and XC11 data recorder. I have approx. 3,000 programs which I would like to exchange within the UK and around the world. Please contact me at following address: Horacio Daniel Stolovitzky, Culpina 146 3"A", (1406) Buenos Aires, Argentina.

SPECTRUM 48K+; Data Recorder; ZX Printer; Interface 2; Curra Micro Speech; Booster Speaker; 150 Games; £250 o.n.o. Phone 01-841 4702 after 6pm. Ask for Bernard.

CBM 64 Games and Utilitias swop or sell disc and tape old and new. S.a.e. for reply brand new Simons basic cartridge and manual £20.00. Paull, 16 Dallington Close, Bexhill-on-Sea, East Sussex, TN40-2SU.

CBM 64 Games + Utilities to swap, both on disc and tape. All the latest titles e.g. Fist 2 and Jack the Nipper. Contact me: Liam McGrath, Craigmore, Connaught Ave., Cork, Ireland or Phone Cork 271660.

CBM 64 originals for sale. The titles include Scarabacus, Rambo, Commando, Beach Head I & II, Fight Night, Ballblazer, loads more. Also a modem for any computer. Telephone (06592) 371, ask for Craig after 5pm.

COMMODORE 64 games to exchange — over 1000 titles — please send list to — J. Watson, Flat 3, 8 Westbank Rd, Liverpool L7 9NA, Merseyside.

COMMODORE 64 tape recorder, two micro-switch joysticks, and lots of games. £125 o.n.o. Phone 061-485 3098 after 4pm.

AMIGA OWNER wants to swap news. Please write to Hans-Josef Stich, Kaste nhof 5, 8623 Staffelstein, Germany.

CBM 64 GAMES FOR SALE. Ghosts n' Goblins, Miami Vice £6.00 each. Both with maps + hints. M. Perks, 31 Cross Rd, Bushey, Herts WD14 D0.

ADVENTURE: Commodore 64 the lost idol of life, over 60 locations, 50 verbs and FREE hint sheet! All this for only £3.00! Cheques/Postal Orders payable to Dominic Kearney, send to Quest, 1 Bray Close, Cheadle Holme, Cheshire, SK8 6DQ.

AMSTRAD CPC 464, Green Screen, colour modulator, instruction manual, speech synthesiser, + over £50 worth of games, joystick, ALL worth £250, will accept £230 o.n.o. Phone 311317, OR write to: 26 Bowes Road, Newton Aycliffe, Co. Durham, DL5 5LP.

91 SPECTRUM pokes for sale, on the latest and old games. Send £1 and a stamped self addressed envelope to S. Cooke, 21 Bridgegate Road, Rhyl, Clwyd, N. Wales, LL18 4LB. Make cheques and postal orders to Scott A. Cooke.

C+VG STREET SEEN

Here are the latest hot hits, tips for the top and best of the bunch of new games heading your way within the next few weeks. This month we spy Artic Antics, the latest in the Spy vs Spy games, take on the Leviathan from English Software and Ariolasoft's Zigguart. Why are you reading this when you could be reading that?





The shoot em' up lives on into '87 thanks to *English Software's Leviathan* on the C64/128. Zap across three different planet zones, negotiate 10 different attack waves on EACH landscape in this unique two-way diagonally scrolling game. The Leviathan ship can fly behind buildings, missile launchers and other structures. Dynamic music by David Whittaker drives the whole thing along. Designed by the English boss man *Philip Morris* this game will be out at the end of January at £9.95 tape £14.95 disc. The shoot 'em up to end all shoot 'em ups they say? We'll have to wait and see — but enjoy the free poster in this issue in the meantime.





Really weird! Armies of bouncing balls are on the attack. Carrots are carrying machine guns — This is a job for Cosmic Shock Absorber — a fourth division Superhero from Martech. Cosmic Shock Absorber is a 3D shoot-em-up written by Chris Fayers, available for the Spectrum, Amstrad, Commodore and MSX.

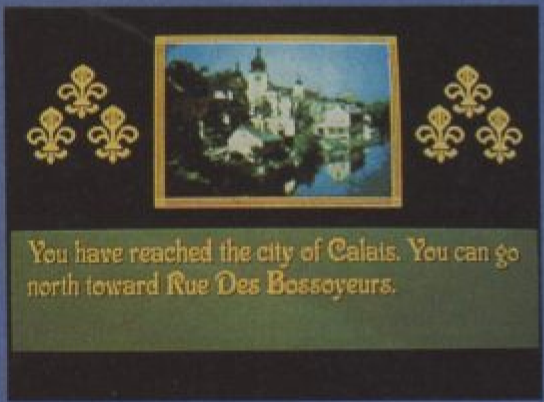




Bug-Byte throws down the glove in the Gauntlet **lookalike competition that's all the rage at the moment. Their version is for the BBC and called** Dujunz. **Up to four people can play at any one time. It will sell for £2.99. Meanwhile other B-B releases include** Strangeloop, **the old Virgin game, on the Commodore 64 and Spectrum;** Glass, **Spectrum,** Jeep Command **(C16 and Atari) and** Bop! **(MSX). All will sell at £2.99 and should be out by February. Another interesting BBC release is** Plan B. **The player must guide a single war drone through a rogue computer.**



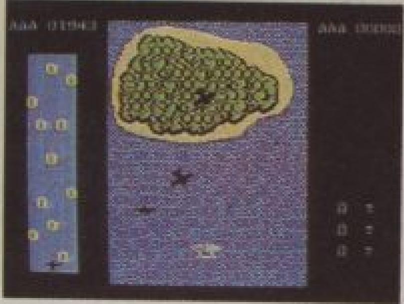
Mega City's mysterious crimebuster Judge Dredd is out to clean up your Spectrum soon. Melbourne House's computer caper has the 2000AD comic hero racing around the city streets trying to wipe out crime. You'll have to be a bit of a joystick artist with this ladders and ramps game — and quick on the draw.



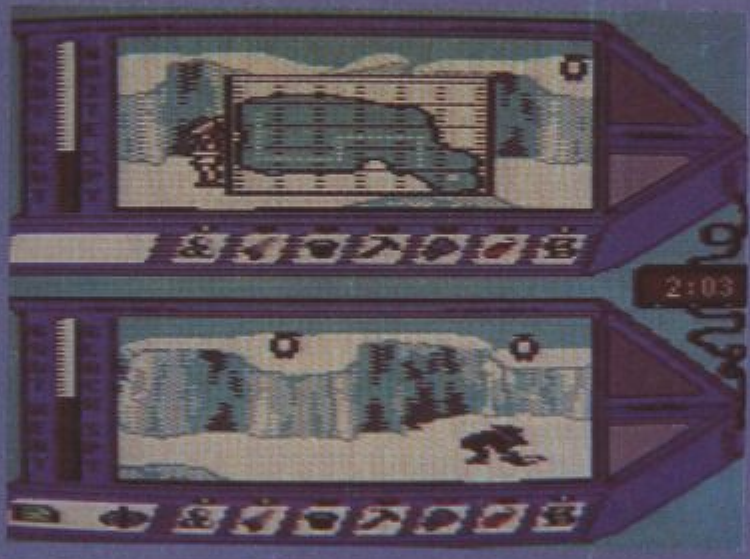


One for all and all for one! **The Three Musketeers** *make a belated appearance on your computer screens!* **Computer Novels** *has adapted the famous larger than life characters from the Duma's novels and squeezed them into the C64 and Amiga. In the game you have to guide D'Artagnan, Athos, Porthos and Aramis to collect some missing diamonds. Computer Novels say that the game is an adventure which can be played at the same pace as an arcade game. The game features digitised pictures and has six musical themes giving over 15 minutes of soundtrack. Computer Novels are planning adaptations of Ivanhoe, Around the World in 80 Days, Scarlet Pimpernel and The Knights of the Round Table.* **The Three Musketeers** *will be available for the Commodore 64, Commodore 128 (with enhanced graphics) and Commodore Amiga, £9.95 (tape), £14.95 (disk, 8-bit version) and £24.95 (disk, 32-bit version). What I want to know is if there's four people why is the book called The THREE Musketeers? Answers on a postcard please...*





At first glance '43 appears to be a follow up to Elite's *1942*. And, to some extent, it could be — except it's from a different software house. *1942* involved the battle for Midway while American Action's '43 continues the Pacific War. You play the part of Bertram M. Digdale who sets out in his P-38 Lightning Fighter-Bomber to defeat Admiral Yamamoto. '43 features carriers, bases, enemy aircraft, maps, status screens and, apparently more than six hours of background scenes. '43 will sell for £9.95 on tape and £14.95 on disk on the Commodore 64/128. Confusingly American Action appears to be a Swedish software house distributed in the UK by Microdealer.





I spy. . . the latest in the **Spy vs Spy** series of games. **Databyte** releases the **Arctic Antics** on the Commodore 64 and Atari before Christmas.

It follows much the same format as the previous Spy games and this time involves the frantic search for a space helmet, navigation chart, uranium cube and "master carrier." Polar bears, penguins, blizzards provide additional dangers for the spies.

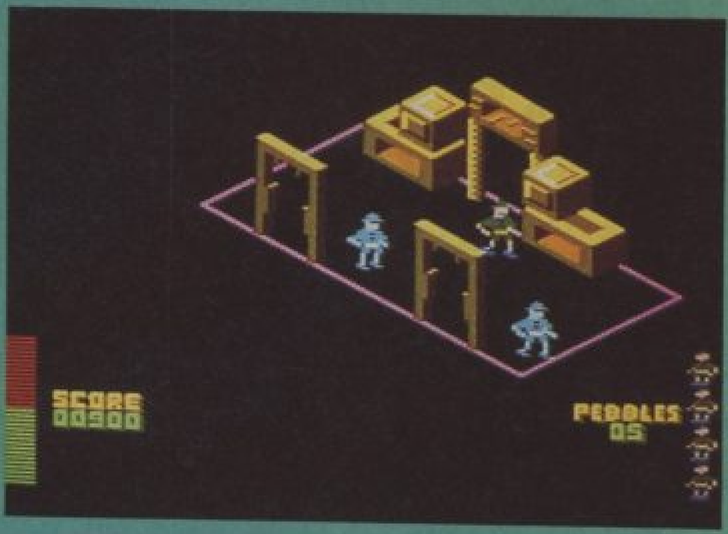
Databyte has quite an impressive list of games coming out over the next few weeks. **Boulderdash Construction Set** is what it seems. You can construct your own caves, boulder and diamond positions, entries and exits.

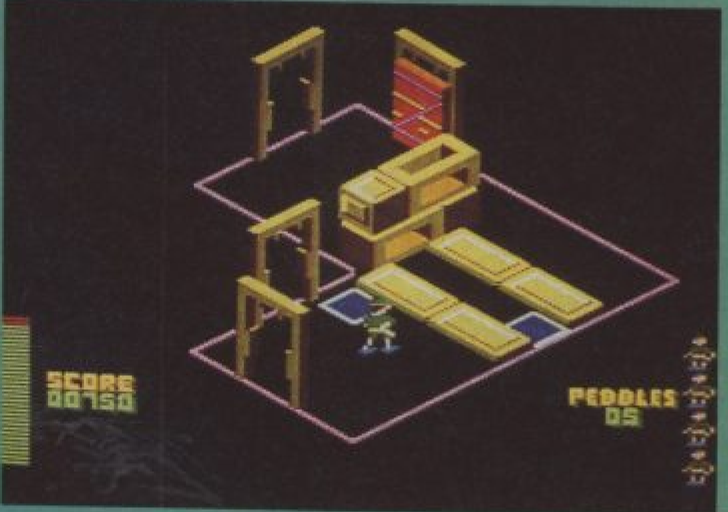
Mumbles Super Spy Must find and destroy a mad scientist's laboratory. The game takes him into a world of sewers, gangsters, rockets, bombs and lasers.

Adam Caveman has our stone age hero on a quest to rescue his wife from the clutches of hostile mountain men. Birds, beasts and savages hamper him on his quest. The game feature some great looking cartoon-style graphics.

The Omnichron Phenomenon is a sprawling arcade adventure in which you play a Special Services Investigator who probes the disappearance of a starship. The games features hundreds of characters and places to interact with and explore.

All games should sell for £9.95 on cassette and £14.95 on disk.





Batman fans are going to flip when they see *Ziggurat* — the latest from *Ariolasoft*. Designed by *Tigress*, the game is set inside a mysterious pyramid. The mad Tehoetec, who ruled centuries ago in Djo Carz, took the secret of lost treasure with him when he died, and it still lies hidden deep within his temple. Terrible legends tell of the horrors locked within the temple. Mimbies, — evil crosses between Mummies and Zombies! — manic beings — roam its labyrinth. Then there's the horrible Eye Monster, and deadly hidden trap doors. You play the part of a lone explorer — a cross between Indiana Jones and a boy scout — out to solve the riddles of the Ziggurat. The game has many neat features — like the "marble puzzles" which have to be solved to succeed, and "Swivo" vision which allows the player to toggle between two different views of the same room. This allows hidden objects to be revealed. If you get killed during the game YOU turn into a Mimbie and you can actually encounter your dead self — so don't go getting killed off in places that will make your next life more difficult. The game is initially available for the Amstrad at £8.95 tape and £14.95 disc. C64 version and a full review to follow.





Can violence and mindless destruction be justified in the name of peace? That's a toughie, isn't it? Well, if your interested in resolving this conflict, check out Tony Crowther's *Trap* on the Amstrad, price £8.95 cassette and £14.95 on disk. Your mission is to defend your planet. An Alligata press release boasts: "Trap has a secret that will need to be told, until it is revealed, you will never be able to Rest in Peace."

C+VG Mailbag.

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

Ottis here . . . yes it's my turn to supply a little wit, wisdom and a whole lot of taste to the Mailbag pages. And this month we've got a lively bunch of letters. Tony Takoushi seems to have upset a few people . . . still what can you expect from a human.

● I am writing merely to sincerely thank you for your quick and assuring reply when I wrote to you at Adventure Helpline requesting help on a game.

I had previously written to *Zzap* without a reply and felt very discouraged. Being so far away from England it becomes frustrating writing without receiving replies. It was so good to receive your postcard informing me that you had actually received my letter.

Since then I have been spending LESS, as I only buy *C+VG* now.

In the past I used to buy *Zzap* as well, but I could just imagine their response to my letter "it was lost in the post" while in real life it was stuffed into the rubbish bin with all the other unanswered letters.

Another problem is Australia's distance from the UK and the amount of time *C+VG* takes to arrive. Competitions have passed and winners announced before we even see the magazine. I realise you did once had an unsuccessful overseas competition, but times have changed and your popularity has increased so how about giving it another go, eh, go on!!

Stuart Iroy,
Australia

● **Oh gosh! You're making my screen go red. Thanks for the nice things you say. We get tons of letters and we try to answer as many as we can. I'm sorry about the delay in the mag arriving in Australia. But if you do insist on living on the other side of the world from us, what can you expect. As for another overseas competition, we'll think about it. Promise.**

● Hi Tim, you seem like a cool dude, being Ed. of a cool mag such as *C+VG*. My favourite staff members are Paul, Melissa, Otiss, Lesly and of course Jerry!!! — not forgetting you, Tim.

I reckon the Bugs are mint and I love the detail with which Jerry draws them. He is a creative fellow and I copy his guns and Melissa in my drawings. I am sending "The Mega Squad," one of my own creations. Maybe you could interact them in a future Bug Hunter strip. Could Jerry also draw me a sheet of different weapons — guns?

If possible I would like Melissa's face in the position it was in the last panel of "Magnets." She looked cute in her suit when she rescued the boys!

I am a C64 user and I read your magazine every month. I am also a computer correspondent in a school newspaper and I rely on your magazine to give me all the HOT! news even though it is some months late.

My favourite game of all time is *Commando* from *Elite* — though I was disappointed at how short it was.

Well, I hope I have restored faith and pride in the Aussies as some of the letters you get from this side of the world are all complaints.

Jeremy Kirkwood,
Sydney

● **I'm still blushing. Everybody's too kind. Tim's so cool that when he enters a room the temperature falls by 10 degress. We loved the drawings and the next time we unlock Jerry from his cell, we'll show him your letter. My favourite member of the C+VG team is Garry, our Advertisement manager. In fact most people I know have a good word for him . . .**

● You would think that judging by the amount of letters that appear in your magazine complaining about the amount of Atari reviews you would do something about it. You have no excuse.

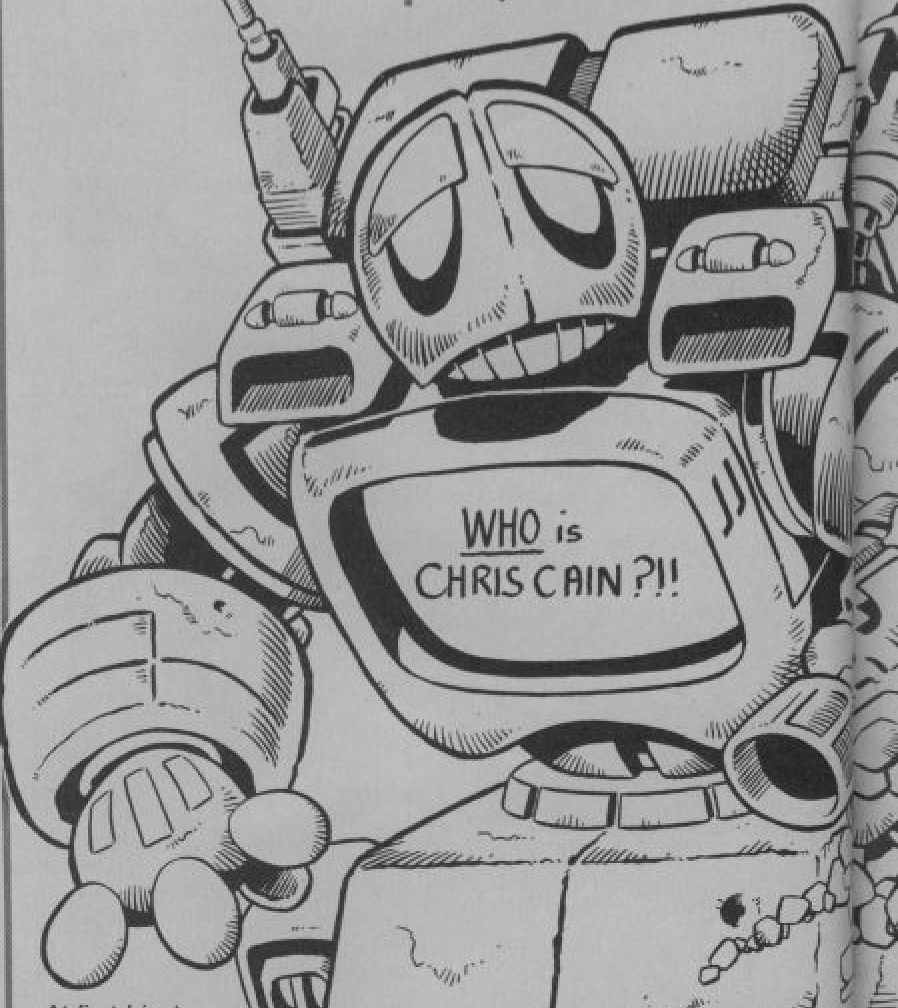
If software companies do not produce enough games for the Ataris then why do magazines such as Atari User etc manage to review enough Atari games for me to say to myself, Mmmm.

Think about it, even if some months there is a shortage of Atari games to review, you could at least review an Atari version of a game, which has already been out on the other "big" computers. Why was it that in past years your magazine had enough reviews to make me say to myself "Mmmmmm" but, when I read your December issue, I could only think "?!★§"$ (**What can you mean, Andrew?** Ottis).

At first I just flicked through the pages cooly, then slightly worried as I got to the middle page, I turned through the spelling error littered pages slightly quicker then, sweat pouring from my brow I wetted my fingertips and, tears in my eyes I reached the end. Disgusted humiliated, appalled, disgraced, saddened, let down and pretty upset, I flicked back through the pages just to make sure I hand't missed anything but it was not to be.

So, I pulled myself together and read the mailbag part of your magazine. The one part of your magazine I actually enjoy reading.

Why do you do this to us? I mean have we done anything to you? Come on you Atari owners out there, write for your rights, don't give these guys a break. We are a loyal bunch, or at least I am anyway. You can tell your Ed that if I don't see an improvement in January's issue then I will refrain



from buying *C+VG* and take the stickers off the casing of my 800XL. You have been warned so there.
Andrew Blair,
Glasgow
PS. Please tell Tim that I thought his review of *El Toro* was absolutely correct. I can't stand this sport and I totally agree with his opinion. However, I think we should have been given some indication of the quality of the program, even if the game was based on one of the most sickening aspects of human behaviour.

● **Well, Andrew, I hope you just finished enjoying our Atari ST special. And now you've probably seen some of Hakan's reviews of Atari games.**



● *Commando* vs *El Toro*. Hello, I am a Spectrum user and I am very annoyed about one of your articles published in the November issue.

The article in question is about the program *El Toro* which you qualified, among other adjectives, as "sick and nasty". I agree that the practice of bullfighting is wild and outrageous, and I really hate the popular 'fiesta", but, it is unfair that you insult the excellent Spanish programmers of Dinamic. It would be more reasonable to insult the bullfighters — the real and only killers. Here is my question? What is crueller — to kill thousands of Japanese people (Commando, Green Beret, Rambo, etc) or to stick some standarth into a bull?
Sr Joan Tortosa
Spain

● **Okay, we take your point. When it comes down to it all killing for pleasure and entertainment is wrong.**

● I was reading through your magazine when I came across a letter in Mailbag from Mark Dodwell. He is completely *wrong* and shouldn't open his mouth when he doesn't know the facts. Yes, you've guessed it, I am an Amstrad 6128 owner.

He remarked that Amstrads can only have two colours in a cursor. This is only true in mode two, which has higher resolution than the CBM. Mode one can have four colours in a cursor and has about the same resolution as the C64 and mode O can have 16 colours in a cursor, but chunkier graphics.

True, most Amstrad graphics are chunky, but, have you ever seen *Ikari Warriors, Sorcery* etc on the Amstrad. I personally don't think you — C+VG — have made good jobs of screen shots. This "my computer is better than your computer" fad' is boring and people had better stop it. You will probably not print this letter but I hope you do — Mark is wrong and you should have said so then!
Robert Lane
Mansfield

● **I agree these "my computer is best" arguments are a little silly. All computers are wonderful in my opinion — except some computers are more wonderful than others.**

● I would like to express my opinion of Tony Takoushi's "Little Lecture" in the December issue. I fully agree with him. The main types of games I have are arcade adventure, shoot 'em up and sports simulations. They are all basically clones of one particular game in its own class. Why don't they bring out original games like *Sentinel.*

Secondly, I would like to congratulate you on your new look, it is brilliant. It is a lot more colourful and lively.

I read your letters pages a lot and I, as many others, am becoming sick and tired of the "my computer is better. . ." arguments. They are pointless. I own a C128 but up until a year ago I was a proud Spectrum owner. All computers have their good and bad points — so, let's hope this is the final word!
Lucas Efan Williams
Port Talbot

● **I thought my last reply was the final word on the matter but it appears not. Glad you like Tony T's strong opinions. I like people who know their own minds — at least I think I do. I haven't quite decided yet.**

● I feel I must write to strongly protest at the comments made by Tony Takoushi in your Hot Gossip page. He simply hasn't got his facts right!

Firstly he claims that "we have not moved on as an industry in the last two years". Well, two years ago I remember games like *Sabre Wulf* and *Trashman* were the state of the art in games. Now I would say that *Mercenary* and *The Sentinel* are. Is there any comparison? None what so ever.

Then, Tony states that the charts are full of the "same old tired themes". Really? I don't recall a karate game two years ago, I remember when *Manic Miner* came out, and people were amazed it had twenty screens? Now Ram Jam are claiming *four billion locations* in their latest game!!

And what about graphics? Do they look any thing like those of two years ago? Has Tony got his head so stuck in games that he hasn't seen *Sanxion*?

However, he then says the charts fall into three categories — Ladders and Ramps (don't you mean platform, Tony?) sports simulations and shoot-em ups. I would agree about the last one — it is always a popular format. But where does he fit *Mercenary* into one of his three categories?

Then comes Tony's most absurd statement. Is he really sane? "There isn't one software house out there consistently producing truly innovative software." What! This man is definitely NOT sane — either that or blind What about Novagen, Vortex — with games like *Revolution* — and Hewson with their high quality games.

We have progressed, it is just that Tony Takoushi hasn't realised yet. Perhaps he is still playing *Pacman!*. Tony criticises shoot-em-ups, yet he has written one himself! Need I say more?
Christopher Hester
N Ireland

● **This is more like it. Controversy. Get everybody going. Tony is entitled to his opinions and so are you, Christopher. As to whether Tony is sane and still plays *Pacman* the answers are Yes and No. But I'm not saying what is the right order.**

● I am just writing to say how much I enjoyed the December issue of C+VG. I thought that the mag was brilliant before, but, now it is even better with enhanced news and reviews. Street Seen is a really excellent idea. At last! Competition results. After all those requests — I thought that you would never print them.

I can remember a couple of months ago when there were loads of mistakes in the magazine. This issue, apart from a couple of spelling errors there were none. While I am on the subject, did you see what *Crash* said about you in their August issue — at least members of the C+VG team don't wear nighties!!

Could you please give us more information on modems.

Finally, I agree with Tony Takoushi about repetitive games. Thanks to your readers for the *Rambo* tips I requested.
Anthony Kemp
Cleveland

● I noted with interest a letter from one Claudion Filips de Silver Tereso in your magazine. I too have a Memotech MTX computer and would like to pose this question — Does anyone do software for it, if so where are they? — or maybe I should move to Portugal!
Paul Henry
N Ireland

● **Well, can anybody tell Paul where to get his hot hands on any Memotech MTX software. Surely Portugal isn't the last stronghold?**

● Who does that Chris Cain think he is. According to this idiot Karate is a dying art. Yet this fact seems to have escaped clubs and and schools, the length of the country. Karate and other martial arts are growing stronger in numbers all the time, a fact which Mr Cain decided not to check before putting pen to paper.

Another thing — what does he consider as "basic" karate moves? In *International Karate* the characters are doing spinning round house kicks to the head. Hardly a basic run-of-the-mill-see-it-every-night-in-the-dojo-kick. As for a flying kick, the move doesn't even belong to any karate style I know.

Karate is here and its here to stay. It will be here a long time after Cain has thankfully departed from this world.
Graeme McDonald
Harthill,
Scotland

● **We'd also like to know who Chris Cain thinks he is. He occasionally wonders into the office, drinks our coffee, scoffs our crisps, dumps his reviews on to the Ed's desk and then disappears. I agree that karate is here to stay but what about karate games? That's what Chris meant, I think.**



WRITTEN AND DRAWN by JERRY PARIS


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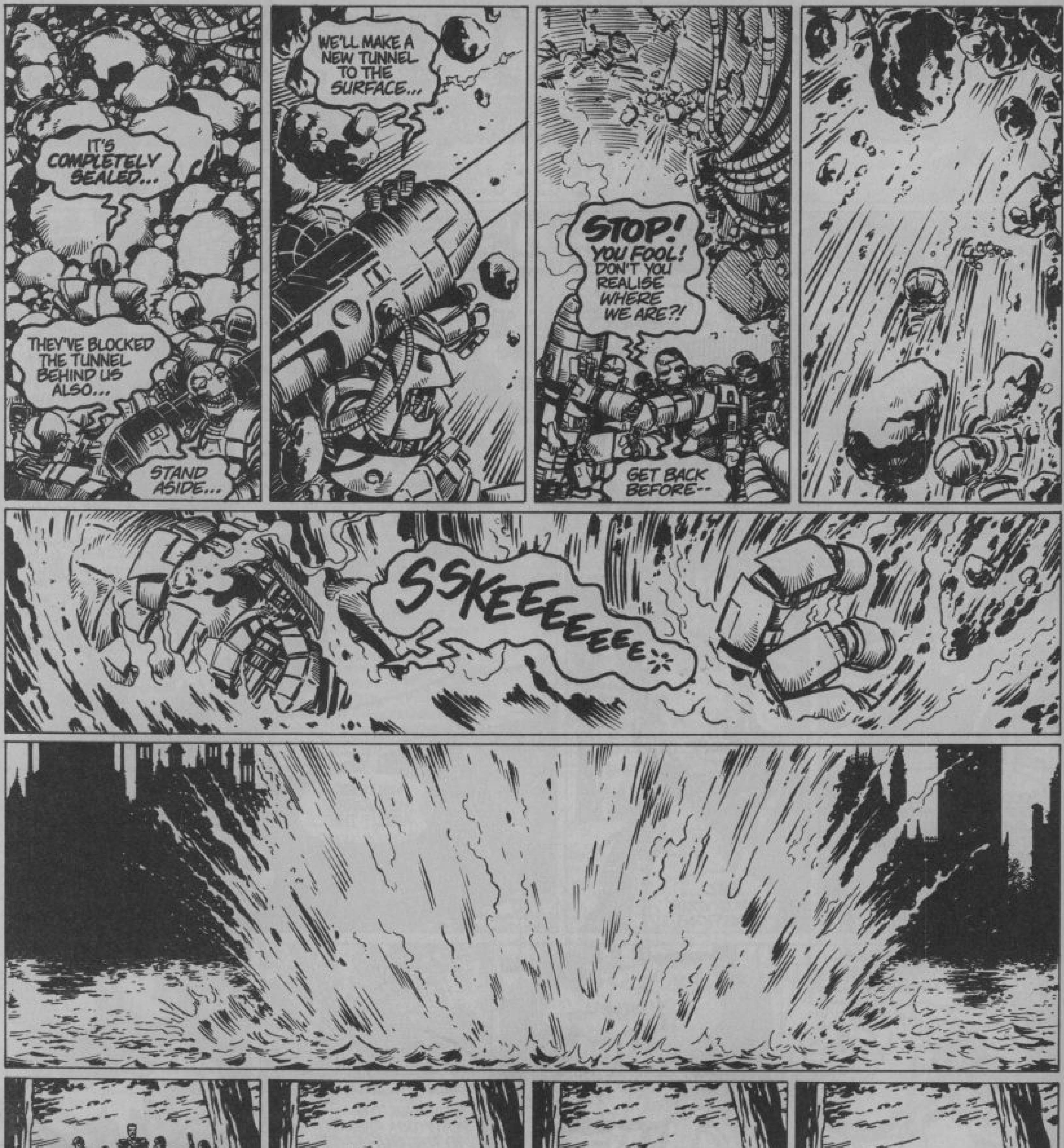
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O.K. JACKSON, WE'RE AT THE SOUTH BANK EXIT. I HOPE THIS WORKS...
RED... TAKE YOUR POSITION...
SOUTH BANK
AND YOU'RE SURE I WON'T GET INTO TROUBLE FOR THIS..?
YOU LET ME WORRY ABOUT THAT...
ER... O.K... JUST HERE THEN...
FUNNY JOB, THOUGH... STOMPING THE SOUTH BANK...
OH, WELL...
THOOM!
I CAN SEE THE PLATFORM AHEAD... TO THE SURFACE... ATTACK! KILL THE HUMANS! KILL! KILL!
WAIT... WHAT'S HAPPENING TO THE TUNNEL..?!
SKRAAAGHHH


IT'S COMPLETELY SEALED...
THEY'VE BLOCKED THE TUNNEL BEHIND US ALSO...
STAND ASIDE...
WE'LL MAKE A NEW TUNNEL TO THE SURFACE...
STOP! YOU FOOL! DON'T YOU REALISE WHERE WE ARE?!
GET BACK BEFORE--
SSKEEEEEEEEE
THEY WENT FOR IT, KALLIBER! TRIED TO BLAST THEIR WAY UP TO THE SURFACE...
YEAH, AND DROPPED THE RIVER THAMES ON THEMSELVES... I DOUBT ANYTHING COULD SURVIVE THAT...
SUN'S COMING UP... LET'S GO HAVE SOME BREAKFAST...

FIN...

Hot Gossip

C+VG's Hot Gossip ace Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.



One of the most pathetic arguments that makes me cringe is the old "my computer is better than yours. . ."

Over the past few years the micro graveyard has been overflowing with corpses. Some of the more popular ones being the Dragon, Oric, Lynx and Enterprise.

Today the best 8-bit computer on the market is the Commodore 64. Before you all start ranting and raving take a look at the facts. The C64 is the biggest selling home micro in the world more than two million units) with the biggest software base in the world. Its sound capabilities are unrivalled and its sprite handling amongst the best and its colour stands alongside the most popular micros today.

OK the Spectrum (doorstop or wedge to you) has a huge software/hardware base like the C64 and the quality is superb for the machines Hardware and that is the point. The software takes the Speccy hardware to the limit but that limit just doesn't compare to the C64.

One of the biggest hang-ups any micro owner has is brand loyalty. The micro you buy tends to be the one you are usually fiercely loyal to.

So where does Amstrad figure in all this? Amstrad micros have a strong software base but nothing to really match the establishment (C64 and the doorstop). There is a strong peripheral base and the machine is powerful and flexible but STILL does not match the facilities of the C64.

Other micros still around like the Atari XL and BBC deserve respect. The Atari because of its superb hardware, indeed the Atari could have given the C64 a run for its money if its marketing and price had been pitched correctly when it was launched in the UK.

The BBC to all intents and purposes is DEAD. Do not get me wrong it is a fine machine, superb basic, fast processor and quality software BUT it lacks TRUE support other than from a few specialist software houses.

I am very lucky to have been in the home micro market since 1979 and have used all micros that have entered (and left) the scene. My observations are based on experience not just unbridled enthusiasm.

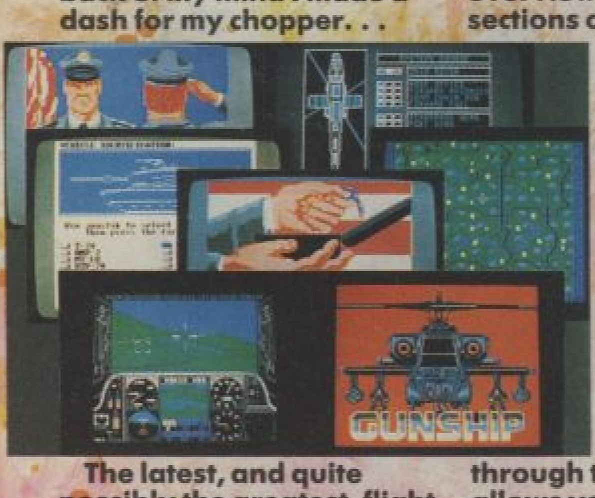
My own personal preferences are the C64, Atari XL and the MSX (for those superb Konami carts).

To my eyes the Atari ST and Amiga will dominate the UK market within the next two to five years.

"Golly it sure is dangerous here Major "I yelled as my face hit dirt.

"By jove you've got it in one,"my commanding officer replied.

With all thoughts of bravery and medals at the back of my mind I made a dash for my chopper. . .



The latest, and quite possibly the greatest, flight sim from Microprose is Gunship. **It runs on the C64 and is a simulation of the AH-64A attack helicopter.**

Gunship **is the type of game that normally has me pulling my hair out! There is a LOT to digest before you can master control of the helicopter. BUT this is the type of game where what you get out of it depends on what you put in. . .**

The manual gives you an overview of the various sections of the game, a summary of the cockpit instrumentation and a summary of the weapons system.

Yes it is HEAVY going and you will not be able to just pick up the joystick and GO with this one.

On starting the game you must work your way through the options. Pilot allows you to enter your name and view the highscores. Duty allows you to choose the combat zone (USA/SE Asia/Cent America/Mid East and Wstrn Europe). Style is the difficulty level (Regular, Volunteer or crazy volunteer!) and Reality (this governs the conditions on take-off/ landing and enemy intelligence).

There is a learner mode where you can get the feel of the chopper. If you take an active mission you will be briefed. The briefing outlines the main and secondary target (with co-ordinates) and details weather conditions. From here you can view the map showing the lay of the land and see intelligence reports of expected enemy weapons in the area.

From the briefing you go onto arming the chopper. You can choose from a variety of weapons but must bear in mind the weather conditions when it comes to the weight of the craft and the distance to fly.

When this is completed you finally get to fly the chopper. You are faced with a cockpit crammed with instrumentation.

Flying the chopper is really only half the story,

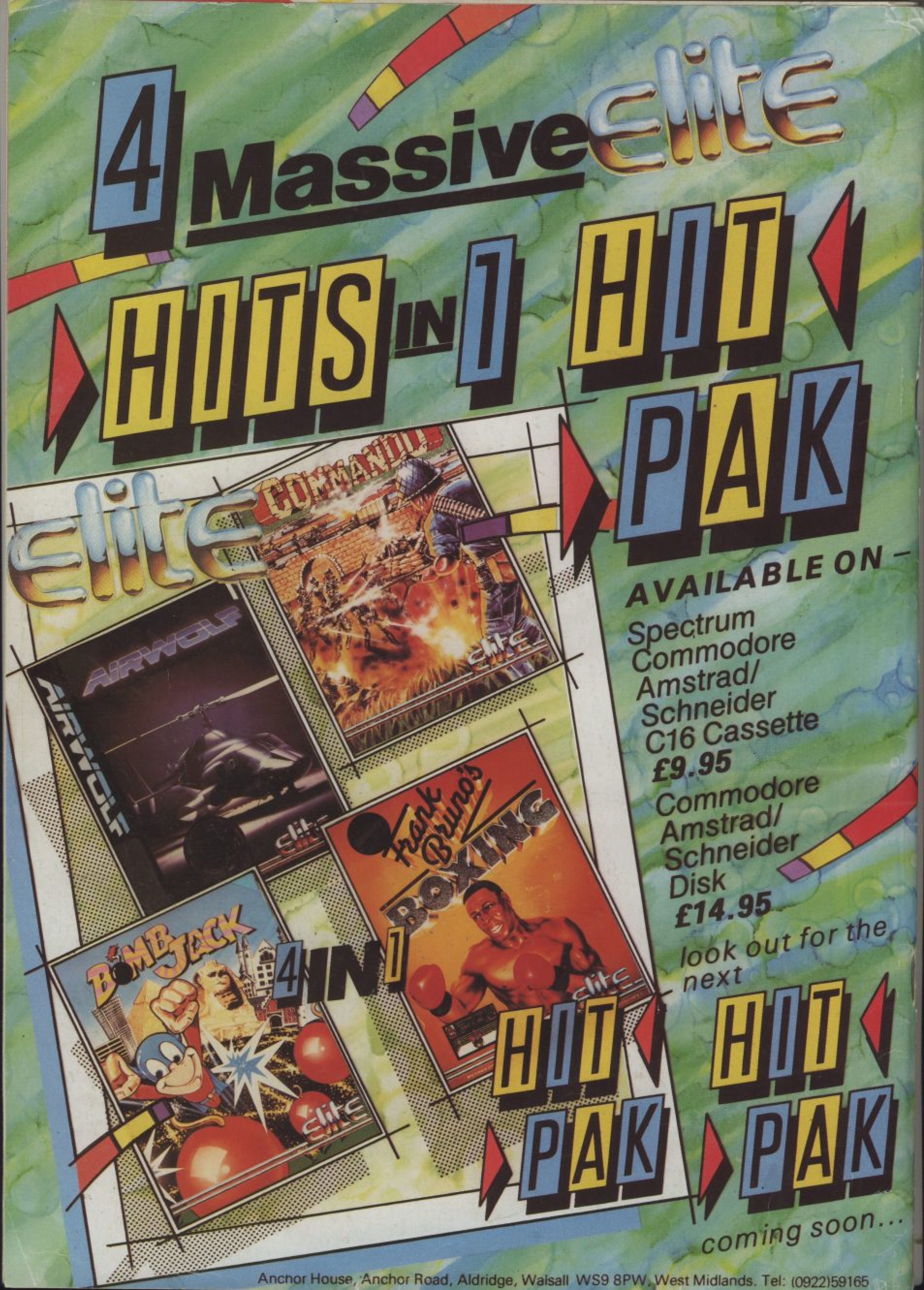


getting to the target, destroying it and getting back to base are achievements in themselves.

Microprose claims that it has created the most detailed and realistic simulation of a combat helicopter ever and it really has! I have not seen anything come close to it.

Tony Takoushi


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